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FEBRUARY
1998

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12
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Flexing pectorals!

WCW vs NWO WORLD TOUR

A titanic clash of spandex-clad fatties!

Icy escapades!

NAGANO WINTER OLYMPICS

Konami's frosty frightener

QUAKE

The best (and most
brutal) game on the
PC heads N64-ward!

GOEMON

Get a first look
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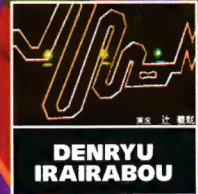
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02

ISSUE 12

THE SEQUEL TO THE
BOX OFFICE SMASH



MORTAL KOMBAT[®] ANNIHILATION¹²

You ain't seen nothing yet!

NEW LINE CINEMA PRESENTS A LAWRENCE KASANOFF/THRESHOLD ENTERTAINMENT PRODUCTION "MORTAL KOMBAT ANNIHILATION"
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AT CINEMAS EVERYWHERE FROM FEBRUARY 13

HOW N64 MAGAZINE WORKS

N64 Magazine is the best Nintendo magazine money can buy. Here's why:

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!



WELCOME TO N64 MAGAZINE

Just hearing *Yoshi's Story* being played around the corner in the N64 Magazine Games Room makes us laugh. It's the song it plays between levels, and the little noise Yoshi makes when he tries to do an extra high jump. Truly, Yoshi is our favourite Nintendo character. He's great. Let's just hope *Turok: Dinosaur Hunter* doesn't pick up his scent, eh?

Small black specks keep appearing on one of my kitchen worktops, and getting into my sandwiches. What could they be?

You'll notice that, out of the eleven new games we've reviewed this month, no less than nine are Japanese and American games that aren't generally available in the shops over here. Don't worry! We're not turning N64 Magazine into some sort of mah-jong-filled ghetto. It's just that lots of intriguing games have reached us from abroad recently – things like

Tamagotchi World and *Robotron 64*, not to mention *Yoshi* – so we thought that just for one month we'd give them a bit of extra space. And Zy's put together a nifty guide to import gaming, too, so you've nothing to complain about.

Top marks, too, to N64 Magazine reader Tom Chase, who has put together a fantastic guide to multiplayer *GoldenEye* (on page 88). I spent most of Christmas playing *GoldenEye*, nearly missing the Queen's Speech, and Tom's tips have proved invaluable. I still keep getting killed by everyone, though.

It's those caterpillars! They've been living in my spider plant, chomping on all its leaves and constructing cocoons among its branches. Grr! And those black specks must be... Yuck! Curse them!

But otherwise, apart from the smashing *Snowbow Kids* actually turning out to be spelt 'Snowbow Kids', and Andrea spilling food down her white T-shirt two days in a row, and *Snowbow Kids* then in fact turning out to be spelt 'Snobow Kids', it's been a fine month for N64 gaming. Here's to lots more like it!

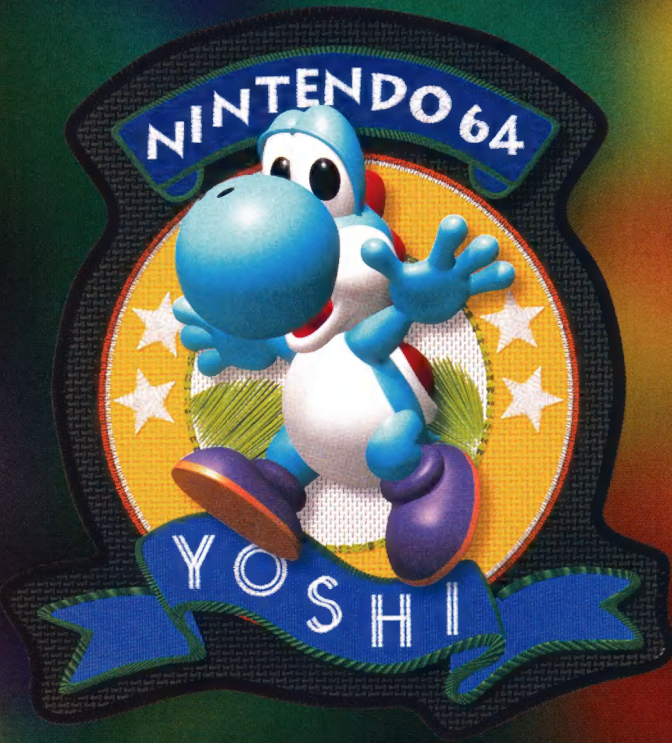


GO!
GO!

February 1998

N64 3

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He's back! But – oh no! – the Super Happy Tree has been captured by Baby Koopa! To the review!

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Reviewed, rated... and completed!

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Tim overcomes his spandex allergy and oils up.



40

NAGANO WINTER OLYMPICS

Looks lovely but leaves us cold.



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Robots attack J Nash from all sides.

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PLANET 64

News from the world of Nintendo 64

Starts on page **6**



14 NEWS CENTRE

Bong! On-location reports from the world of Nintendo 64, hot off the N64 Magazine teletype machines. Bong! Yes. Bong!



18 COMING SOON...

Read this bit and you'll amaze family and friends with your gap-free knowledge of the N64 games that are in development around the world.



N64 HOW TO... 70

Starts on page **70**

Guides to ease you through life.

70 ...get the latest N64 games before everyone else



By importing, you too could look as fetching as this chap.

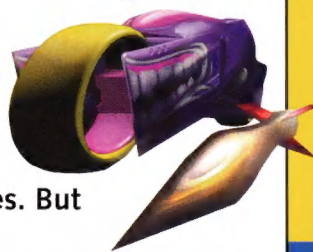
76 ...give the Yanks a damn good thrashing in NFL QuarterBack Club '98

Tips and tactics for taking on those Americans at their own game – and triumphing constantly!



82 ...get the best from your bike in Extreme G

It is the future. Men prove themselves in high-speed races. But you're crap. Be so no longer!



88 ...ensure victory every time in GoldenEye's Deathmatch



That's right! You too can become feared and loathed: the player no-one invites to their *GoldenEye* party.

FUTURE LOOK – Big news on the big games

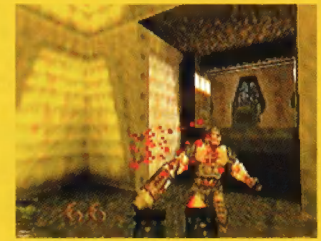
6 MYSTICAL NINJA

Now in English! So you can work out what the devil's going on. It's still as mad as a hatter, however.



10 QUAKE

Assault the legions of hell with a range of enjoyable weapons. As good as the PC version?



12 NBA PRO '98

Konami see what they can do with a bunch of tall men, a ball and a couple of fishing nets with the bottoms cut out.



REGULARS

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Cheekily peek four weeks into the future of N64 Magazine.



When Zy reviewed *Mystical Ninja* (or *Ganbare Goemon* as it was then known) back in **N64/7**, part of the reason he felt he could only award it 80% was the fact that for most of the RPG sections, it was impossible for a non-Japanese-speaker to work out what was going on. It was even difficult to judge how far **N64 Magazine's** combined efforts had managed to get into the game.

Konami's admirable decision to translate the game for the US and European market has given us the chance to go back and see what exactly was going on. The development cart that these screenshots were taken from represents only the first stage of the translation, a process more complicated than it actually sounds. It's not simply a case of translating the Japanese text word-for-word into English, as some of the in-game dialogue on this page proves.

The problem, of course, is really twofold. Firstly, a literal translation of the original Japanese leaves the strange verbal relics of once meaningful Eastern idiom. Eh? Well imagine translating the English phrase 'Put the kettle on' – it could quite easily end up as a request for someone to clothe themselves with a water boiling device. Ridiculous? Well judging by some of the weird stuff emanating from this early version of *Mystical Ninja* (*Starring Goemon* – if you want the complete title), it looks as if that's just the sort of thing that's happened.

The other obvious problem with translations is that the kind of conversation that sounds normal in one culture can end up sounding just a tiny bit odd in another. It's not as if the game isn't stuffed to the gills with oddness already – that partially naked man with a paper bag on his head gyrating in a disturbingly sexual manner does spring to mind. (It turns out he's there to offer you clues in exchange for money.) Although some 'gee wow man' Americanisms have snuck in already, we at **N64 Magazine** are all hoping that Konami will have the sense not to turn their blue-haired lad too far into Mr American Pie.

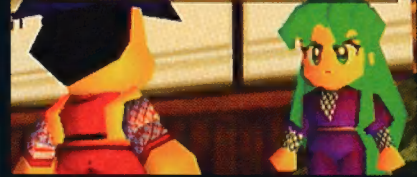
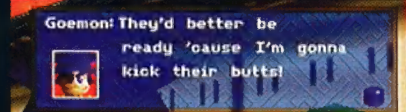
Other little modifications have been made. The backwards swastikas (peace symbols in Hindi, actually) have been removed and replaced with far less controversial stars. Which is good. However, the game will keep its strong Japanese flavour, with traditional costume and architecture abounding. It'll be interesting to see how the jokes finally shape up – there were sections in the Japanese original with canned laughter and applause but they're just not funny *at all* in English.

With *Zelda* now put back to November in the UK, Konami will definitely be there with the first **N64** RPG. They'll also have the European publishing rights to Imagineer's promising but forever delayed *Holy Magic Century*. Three cheers for the big K, then, RPG fans. The fun starts in April.



That's 'Yoshi' as in the common Japanese name. The lizard king won't be turning up.

Yes, well. Let's hope he's being ironic, here.



Goemon takes time out to admire the view. It's a big one, you've got to admit.

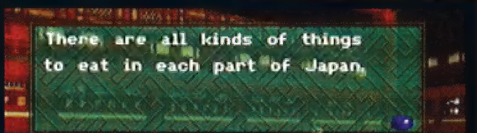


The camera isn't as quick or smooth to move as Mario 64's.

MY

Mystical Ninja		
KONAMI		
	March	
UK release April		

Z



△ The nudey man with a bag on his head – he's there to give you hints!
And for some reason he can't seem to stop saying 'plasma'. As yet, we have no idea why.
▽ Ah, the old RPG shop standby. Spend your money wisely, young man.



△ There are, you know. James knows from first-hand experience.



the blue haired boy finally speaks our language

STICAL NINJA





△ That's her name and not Goemon's yelp of joy at meeting a girl on his adventures. She can change into a mermaid too!

Not much here at the moment but with another character to link up with, and loads more weapons to collect, things are about to get hectic. ▷

△ Bound together only by their shared love of Cadbury's, the Flake Gang are much to be feared.

△ Steady on, Goemon, you'll get yourself into trouble. ▷

Told you! You should see the size of her robot!

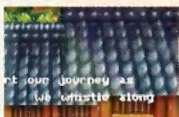
Sing a song of mixed sense

It's quite probably the reason *Mystical Ninja* is 128Meg, and it's *certainly* the reason why Goemon is believed to be "off his trolley". So here we deliver a full explanation of the first verse of the Goemon song you hear when you switch the game on.

'Fight on' is actually a pun on 'frighten', and applies to Goemon and Ebisumaru's hairstyles, which are used to ward off evil spirits and scare small children.



Goemon famously once said, "I never give up. Never. If I ever see anyone giving up I go over to them and kick them repeatedly in the face."



Whistling became a popular pastime in Ancient Japan and, according to the mystical

scrolls, had special illness-curing powers. In the 1970s this phenomenon arrived in Britain as 'One Man and His Dog'.

'Now' actually means 'about half ten, after Can't Cook, Won't Cook'. However, due to space restrictions it had to be shortened.



**Going, now.
Fight on... Fight on...
Never giving up.
Let us start our journey
as we whistle along.
Going, now.
Well, look at the sky
peeping through the
clouds.
Even if the harsh winds
were to take you away,
you can see just how
big the sky is.
Live your life the way
YOU want it:
That is the destiny for
many.
Fight on... Fight on...**

In Japan, the sky is seen as a shy friend who, according to legend, visits Tokyo once every 12 months, disguised as a Rabbi, to decide whether he should shine all year or not. Cunningly, he keeps up the charade by shouting, "Sheesh, what a schmuck I've been!" very loudly at three minute intervals.



'You can see how big the sky is' is a cheap jibe at the expense of the sky which, in 1982, put on 14 tonnes. The clouds would keep singing the renowned football song 'Who ate all the pies?' to him. His love for pies also explains the 'harsh winds' part.



This only applies if you aren't dead.

Goemon: "Destiny is what we're all part of. It's all around us, it's with us everywhere we go, it's... it's... um, what does that say? Eh? I can't read off the board. What? No, I can't read your writing, it looks like a child's writing. I'm going back to my trailer. Call me when you've written it out properly, you imbecile."

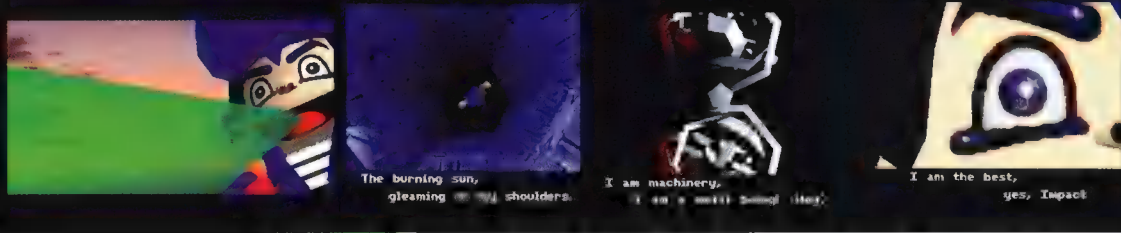
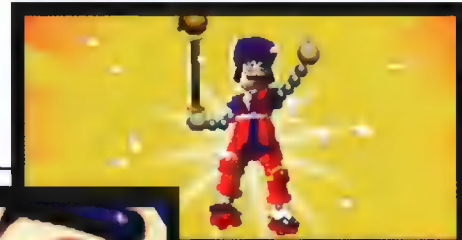


Mechanical madness

Apart from the bosses Goemon has to face on his own there's also the opportunity to team up with Goemon Impact – a giant mechanical effigy of the Mystical Ninja himself – for some pretty tough one-on-one mecha battles. Let's take a look at your first Impact encounter!

Yep, the second of *Mystical Ninja's* songs is Goemon Impact's very own theme. Don't worry if you don't get all the in-jokes (the whole thing's a big mickey-take of old Japanese robot cartoons) just sing along!

Stage 1: The song!



The burning sun, gleaming shoulders.

I am machinery, I am a real sound effect.

I am the best, yes, Impact

△ You can certainly do some damage with Impact's giant atomic version of Goemon's pipe.

△ If anything the words to Goemon Impact's song are better than the intro.

Stage 2: Energy up!

Strangely it seems the only way Goemon Impact can build up power for the upcoming battle is to trash dozens of buildings and enemy forces. Watch out for the bridges and ditches, though.



△ There's no real strategy to stage two. Just wade on in and smash everything up.



△ Don't forget to jump over the bridges, though.



△ The more stuff you smash up the more energy you'll get in the main battle.

Stage 3: Fight on!

Things may seem tough (your opponent's energy supply is quadruple yours) but Impact has an amazing range of attacks at his disposal accessed by beat-'em-up style button combinations. You can also regain lost coin ammunition by punching missiles rather than shooting them.

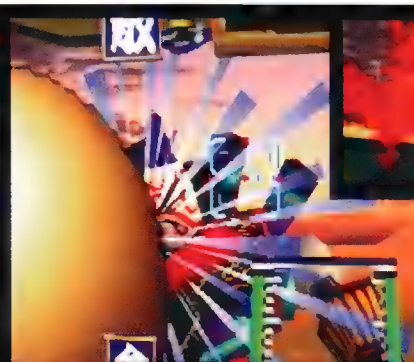


Marquis Nabuki Robot

KASHIWAGI



△ Although you can win by just using Impact's fists it's better to learn some of the more complex moves.



△ He's down. But this is only the first and easiest of the three Impact battles.

△ It's just like a giant robot version of Super Punch-Out.

Stage 4: Winner!



△ Now we can actually read what's going on it turns out that Impact is a bit of a Hollywood film star. Ah, that'll be a sort of Godzilla joke then, sort of. We think.

Victory is yours. Now you've got the conch shell, Impact will come running every time there's another huge mech to battle (which is actually twice more in the game).

TO BE CONTINUED... 246M11 or 246M15. One or the other will have a long-awaited review. Oh yes.



▲ This crackly fella is the 'ultimate' weapon, although if you use it underwater you'll be electrocuted and die instantly. You've ruined his Lego house! Oh no. Hang on. Those things are actually splatters of blood. Either way he's not happy.

▽ You'll spend a lot of time looking sideways.
▽ Is that Darth Vader peering over his shoulder? It is!



▲ Look out! You're about to be bitten by a dog. Must be that postman's uniform.
▽ 'Loading'? What? From where? What's going on? Eh? Explain!



▽ Crates contain extra ammo and health. So grab 'em.



QUAKE

nail those nasties

Why should we be looking forward to Quake 64, then? A good question, and one that deserves an answer. Or, in fact, five answers:

- It's the most popular PC game in the world.
- It was originally designed by Id Software, the people behind Doom.
- It's Doom but with proper 3D arenas (with stairs, balconies and everything) and Turok-style polygonal monsters.
- Multiplayer Quake, played over networked PCs, keeps the staff of N64 Magazine's neighbouring PC publications hunched over their keyboards late into the night – nearly two years after the game first came out.
- You can blow someone to bits with a grenade launcher and then look down at his severed head lying at your feet.

So we were pretty chuffed when GT showed us a nearly-finished N64 version of Quake and promised that it would be in the shops within a couple of months. Midway's conversion appears to be absolutely spot-on, too, running just as smoothly and speedily as it does on a reasonably powerful PC.

Just as in the PC version, you battle the forces of darkness (or someone – it's never quite clear) through a series of levels, collecting more and more powerful weapons, unlocking doors, slipping through teleporters and stumbling upon secret areas. You've got Ogres coming at you with chainsaws and Scraggs circling above, zapping you with lightning, while slavering Rottweilers bite your ankles. They're generally no match for your array of extraordinarily powerful weapons, though, and explode in satisfying showers of meat and fluids.

Particularly entertaining is the nailgun – better still – the super nailgun, sort of a cross between a minigun and an industrial stapler.

Maybe the part of Quake 64 we're looking forward to most, though, is the Deathmatch. Up to 16 can join in on the PC version if you've got enough PCs together in one room. Quake 64 can't quite manage this, but allows you to chase each other around via its built-in display without much sacrifice of graphics or smoothness. There was originally talk of trying to offer an *GoldenEye*-style four-player option, but the complexity of Quake's levels means we're likely to remain limited to two.

The odd thing is, though, the version of Quake 64 we played didn't include any of the PC version's superb multiplayer levels. Instead there were just the three simpler arenas from Quake Test, a cut-

Friends forever

Or at least until the nailguns come out.



△ "So we'll just wander around and explore, right?" "Right. And no shooting or anything, right?" "Right."



△ "Okay there?" "Fine, thanks."



△ Nnnnghh...



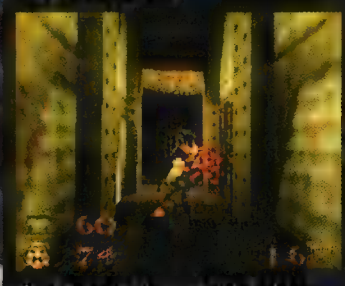
△ Brd-brd-brd-brd-brd-brd!



△ "Not again."



△ If it all goes red like this, you're probably dead.





△ This chap's a boss. You'll want to electrocute him. But how?

△ This badddy is called Michael. He's 34 years old and comes from Croydon. Shoot him.



△ Instances of men getting shot are commonplace in Quake.

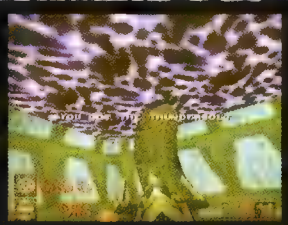
64

Quake 64		
GT/MIDWAY		
 March	 1/2	
March		



△ You can pick up things that make you invincible. Yes.

△ DON'T use this weapon underwater or it's sticking-up-hair time.



Are the simpler ones being substituted to keep the frame-rate up? Or what? GT's UK arm don't seem sure at the moment.

Let's hope the real levels do go in, though.

down, multiplayer-only bug, a version of Quake that was released onto the internet several months before the full PC game appeared in the shops. While these levels are entertaining enough, they're certainly no substitute for the six proper multiplayer levels, particularly the low-gravity Ziggurat arena. Will the proper levels be put in at the last minute?

because they're by far the best thing about the PC game. The one-player levels – replicated exactly in the N64 version – won't take very long to play through and, thanks to the limited number of monsters that attack you at any one time, rarely get the pulse racing.

N TO BE CONTINUED... Quake ought to be looked in time for a huge review in N64!

Penalty shot fun. The wobble gauge makes it very difficult to score at the moment.



As well as all NBA, there are East and West coast all-star squads.



NBA

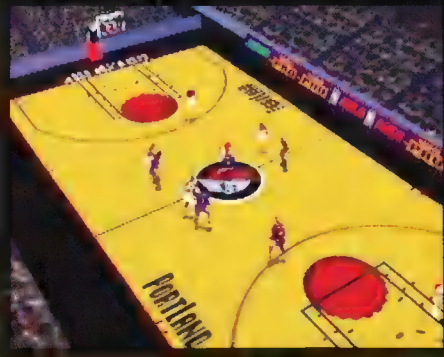
thud, thud,

△ More views than you could imagine. As ever, it's only a select few that are actually useful.

▽ Slam dunk da funk with the Minnesotan side. Bit concerned about those bright pink arms though.



▽ An interesting view option. A nice overview of the entire game.



△ An above-and-slightly-angled-to-the-side view. Not really conducive to play, though.



△ Quick on the jump and block to keep your basketball free.



△ A slam dunk will be rewarded with a spontaneous replay. All very dynamic.



△ The curse of N64 fuze seems still to be afflicting NBA Pro. It's like a thick mist has descended.



NBA Hangtime, eh? It's a bit oohhh, isn't it? A bit hmmm, a bit ah, a bit down to the by-line but disappointing cross in to the side-netting. A bit exciting dribble into the box followed by embarrassing trip over your own ankles. A bit Cliff Richard singing with all those lovely tennis ladies at Wimbledon, big smiles on their muscular faces... hmmm... AH! And anyway, it's got six players missing.

NBA Pro '98 from Konami will be the first 'proper' basketball game to arrive on the N64. The big K have been whipping their development team mercilessly for months now, and Pro '98 is 70% complete, making its predicted March release date look distinctly realistic. Having first announced the game as *NBA In the Zone '98*, Konami have dropped 'In the Zone' (which didn't mean much to

us anyway, to be honest) and inserted the 'Pro' suffix, to bring it in to line with the rest of their sports line-up. Which is nice.

The first good news for acolytes of the shiny court is that 'Pro' is the first Konami game to be programmed entirely by the American wing of the company. As we all know, only Americans really have a grip on what makes a great basketball game, but under some heavy Japanese influence, we expect they'll put a 'big heads' cheat in as well. The second best bit of news is that – as its name suggests – *Pro* will have a full NBA licence. This means there will be a full quota of 29 real-life teams plus two east and west coast select squads.

Like its *ISS64* cousin, *NBA Pro* has its boughs laden with succulent option action. Camera angles are go, defensive and offensive strategy are

thorough and substitutions and team selection are easily manipulated. Good. All that's really needed now are some more trick shots and special moves and for the programmers to have the courage to turn off the N64's unique anti-aliasing. It's this effect – in the wrong hands – that's responsible for many N64 games looking fuzzy. We don't want furry basketball players, just nice crisp visuals, so off with it please, Mr. Konami.

At the moment the game has no commentary – a refreshing change. However, this is just another example of something that's bound to arrive in that tricky last 30% of development. In *NBA Pro '98*, Konami clearly have a promising game, but with Nintendo's b-baller on the horizon they shouldn't lay off with the development whips until the very last moment. We shall see exactly what happens in March.

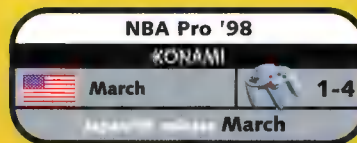
PRO '98

thud, squeak, slam dunk

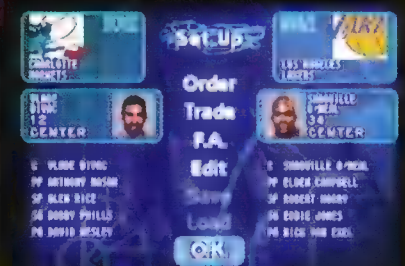


▲ Another replay shot – we're about to get a mouth full of ball.

▽ Ah, the old Detroit/Sacramento grudge match. Not a high-scoring game.



◀ Ohh the tension, you could just bite on it. Will it go in or will it, er, not?



▲ Full options to customise your squads. Create your own dream team.

◀ The key to basketball is defence. It's a key we're still looking for here at N64.

TO BE CONTINUED... We'll have a bouncing review of *NBA Pro* in or around issue 14. Oh yes.



PLANET 64

NINTENDO 64 NEWS CENTRE

N64
MAGAZINE

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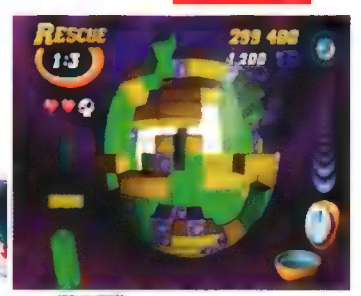


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This issue on sale
28th January
Next issue on sale
26th February



◀ How can we possibly be expected to wait until November?



△ Late Feb and it's time to get puzzling with Tetrisphere.



△ Kids in the snow, boarding, and what else?

Let the games begin

Spring will see the blossoming of a whole new catalogue of N64 games.

Following a post-Christmas lull in the N64 release schedule, a rampant THE Games, Nintendo's UK distributor, announced that within the space of two weeks they'll be shunting three new N64 games the way of the hungry public.

The games rush will start on 20th February with, unfortunately, an inexplicable UK release for the appalling racing game *Cruis'n USA* (N64/1 34%). At least it'll only cost £35. However, a week later, things start looking up with a 40-quid European outing for solid puzzler *Tetrisphere* (N64/7 71%). And then, best of all, on 6th March, expect a PAL conversion of the utterly splendid *Snowboard Kids* (reviewed in this very issue on page 60), which will be scuttling into stores at a smile-raising £40.

The call for new games is still as unanimous as ever – especially in the light of ferocious Christmas sales for the N64 and *GoldenEye's* countrywide selling out – and strong third-party support, particularly in the shape of Atlus' surprisingly good snowboarding game, is really rather important. And, claim THE, there's plenty more of where that came from.

For 1998, the company have deals to distribute all of Kemco's games (those are the people behind the excellent *Top Gear Rally*), which means *Twisted Edge Snowboarding* in July, *Knife Edge* (once called *Blade and Barrel*) in August, an as-yet-untitled puzzle game (with maybe a Warner Brothers licence) in September and two new *Top Gear* games, one of which will debut in November and the other on the 64DD.

The downside is that Nintendo's own games are expected a little later than previously thought. *Zelda 64* is, perhaps, the worst offender, with a PAL version release unlikely to arrive until November. Additionally, although *1080° Snowboarding* will probably be ready for release here in June, it may not appear in the shops until the more seasonal winter period.

Other biggies include *Banjo-Kazooie* in July, *F-Zero X* in September and the much-troubled *Body Harvest* in October (as predicted in our free calendar in issue 10, wouldn't you know?). As for *Ultra Donkey Kong*, well, the unconfirmed news is that it could be November (um, as confirmed in our free calendar in issue 10), with Rare having disclosed to N64 Magazine that they have two secret projects on the boil for 1998.



SHORT CUTS

SKY'S THE LIMIT

If, like Tim, you've finally decided enough is enough and bowed to the pressure of Sky TV, then apart from all the sport you could ever wish for and brand new episodes of The Simpsons, there might be

another programme worth looking out for in March.

Games World – the news from production company Hewlett who, some may recall, once dabbled in GamesMaster's now sterile waters – is scheduled to hit. One some time soon and they're on the lookout for 100 contestants. So, knowing you like we do, we're putting out a call to all you fantastically talented gamers/players

in the hope that one or two of you might fancy your chances.

Apparently, the rewards are 'fame, fortune and the chance to win some fabulous prizes' as well as the opportunity 'to be crowned the undisputed champion of the UK', which, by anyone's reckoning, is glory indeed. And the process of entering really couldn't be simpler. Just write with your name, address and

telephone number to: Games World Contestants, PO Box 51, London, E14 5TH.

But, if you don't fancy actually taking part, you could also become part of the audience by doing the same thing but marking your letter – and this is important – 'Games World Audience'. We look forward to seeing some of our N64 Magazine readers whipping their way to victory.



Definitely the sport of the moment.

All those vehicles, all that speed coming your way very soon – well in September anyway.

Ah, Cruis'n USA. Cheap it may be. Good it ain't.

The N64 games of 1998

Here're some of the N64 games we'll be getting from THE Games, Nintendo's UK outlet. The dates are all provisional.

Cruis'n USA	20th February
Tetrisphere	27th February
Snowbo Kids	6th March
Yoshi's Story	March/April
Twisted Edge Snowboarding	July
Banjo-Kazooie	July
Knife Edge	August
F-Zero X	September
Kemco puzzle game	September
Body Harvest	October
Top Gear Rally 2	November
Legend Of Zelda: Ocarina of Time	November
1080° Snowboarding	December?

And, of course, there'll be plenty of games released by companies other than THE. Keep an eye on our Ultra Release List for more details.

Sick-achu



No sooner had they attempted to flood the world with their fluffy brand of loveliness at Space World, than the Pocket Monsters were turning villain last month, with the cartoon incarnation triggering fits in over 600 Japanese school children.

The problems occurred during a scene where the television screen filled with a red explosion followed by a white flash, and the symptoms included breathing difficulties, convulsions and, in extreme cases, vomiting blood. Most of the 600 children were released from hospital within hours, but about 20 were kept in overnight. Doctors attribute the sudden attacks to photo-epilepsy, the illness that has, in the past, affected a tiny minority of video game players.

However, TV Tokyo – the company who screen the cartoon – were quick to point out that they didn't feel their programme contained anything unsuitable for its tea time audience, apart from a couple of murders and a subway bombing.

Pikachu, meanwhile, was unavailable for comment.



Cute and fluffy? Do I look cute? You'll be sorry you ever said that.

The price is right (down)

Despite dominating the console scene since its launch almost a year and a half ago, Nintendo of America this month announced that the N64 would, once again, be the cheapest alternative with certain best-selling games – Super Mario 64, Mario Kart 64, Starfox 64, Wave Race 64, Shadows of the Empire, Turok and (whoopee) Cruis'n USA – dropping in price to an incredible \$40. This new price, about £25, means you can now get N64 games in the States as cheaply as PlayStation games. The prices of newer games aren't affected, however.

Any chance of Nintendo following suit over here, and selling 'classic' N64 games off cheap? About that much (holds finger and thumb extremely close together), we'd say.

at those prices everybody's-a-gonna win!

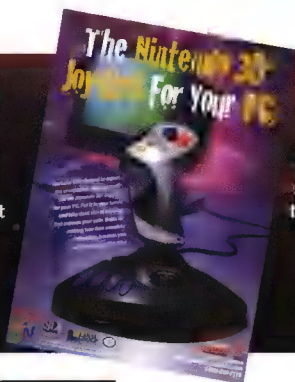


THANKS!

Many thanks to all our chums who sent us Christmas cards, including Gareth Eagleton, Lionel Laurent, Mirage, THE Games, Suzie Rishworth, Russell Cook and Glenn Harding, Jo and Tarik, Intenplay, Mr Kizza, George Armstrong, Peter, GT, Owen, Stuart, Adam Skaggs, Erik Amit Nordlie, Interactive Studios, Vici Soft, Maniben! Cheers!

STICK WITH US

Some odd things happen in America, but few are odder than the new Nintendo 3D1 joystick, available to our American cousins. Looks a bit like a PC stick, you're doubtless thinking. And that's because it is a PC stick. Why the Nintendo



badge and seal of approval? We've no idea. Thanks to Andrew Croser of Alfreton for sending us the picture, though.

PAUL'S PLANT

Here's a nugget: Paul, and don't repeat this, is 29. That's one year away from being 30. In fact, it's less than that because he's 30 *this* year. But, fear not, his plant is not withering in a similar fashion. Instead it continues to sprout leaves and look in fine fettle stretching up now to a massive 43 centimetres. Paul, meanwhile, has just bought some new

FANZINE FARM

Got a fanzine? Think it's pretty good? Then send it on in to us and we'll take a look at it.

RETROGAMES

"Get off my land!" Retrogamer's Editor Keith Ainsworth might say if someone unwanted stepped onto his small garden plot in Orrell Park, Liverpool. But, otherwise, he wouldn't do anything remotely like that and, instead, would want us to tell you about his fabulous two-year-old fanzine, Retrogamer. Which we will.

Not to be confused with Retrogames the fanzine put together by our resident old game specialist, Jason Moore – this is a superbly accomplished trip down bleep-bleep-bleeping Memory Lane. Keith's writing style is fluent and informative, leaving ample room for humour and bad early '80s haircuts.

In the latest issue, number 12, there are features on Frogger and the Sega Master System as well as coin-op emulators and the Virtual Boy (which you can claim for yourself in Keith's cunningly arranged compo). And if that's not enough dusted-down action for you, there are stacks of back issues to be had featuring excellent profiles on such computing revolutionaries as Eugene Jarvis, Jeff Minter and Archer Maclean.

A finer, more professionally pieced together fanzine you will not find, and being the kind chap that he is, Keith has ensured that every reader is cordially invited to contribute work. Top organic growth.

■ At £1.50 you can't really moan, so stick your dosh hitherward: Keith Ainsworth, Retrogamer, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW.



N-FORM

Cultivating his crop quite nicely in High Wycombe is N-Form's Editor James Fry, who rolls out the third issue of his A4-sized Nintend-a-thon in as many months. And like the stealthiest kind of combine harvester, it's looking ■ shapely sight.

There's a stack of reviews to gladden the heart including historical looks back at *Batman* on the NES, *Rare's effort Snake, Rattle 'n' Roll* and perhaps the GB's finest moment, *Super Mario Land*. In fact, it's a quite ■ retro issue all round, with only a single page dedicated to the N64. But it's none the worse for it and, as an alternative to Retrogamer or Retrogames, N-Form issue three is a good, old-fashioned read.

● For two quid, A-Level student James will furnish your needs at: James Fry, N-Form, 30 Jennings

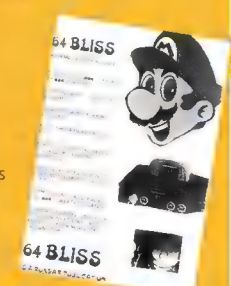
Field, Flackwell Heath, High Wycombe, Bucks, HP10 9ND.

64 BLISS

This very first effort from the unfortunately monickered Rux, Mix and Dezz is akin to some particularly good compost. At first it looks unpromising and smells ■ bit but, with some water and the right mix of time and weather, it reaps the fruits of its labours, eventually blossoming into a fine specimen.

And so, while this first issue is a bit rough around the edges, there's definitely some potential there. Certainly, there's a fine *GoldenEye* multiplayer guide and Readers Awards section and, additionally, there're also ■ good few *Mario Kart* times to beat in The 64 Bliss Superleague. And, if there's a little less rambling banter between the team in future, this could grow into a lovely wheat crop of a fanzine.

■ If you fancy catching up with 64 Bliss, send £1 to: Mr A Rushe, 64 Bliss, 7 West Avenue, Ingol, Preston, Lancs, PR2 7EP.

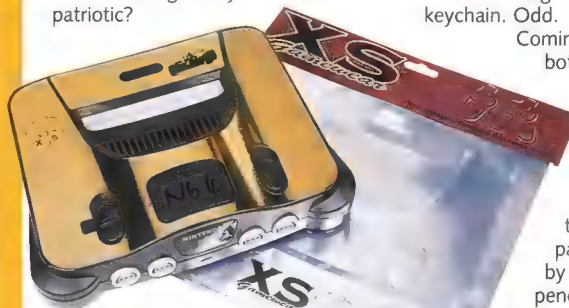


New Goods

But are they good? Well they're certainly new...

XS GAMEWEAR

ECR • £9.99 • 0800 731 5063
Bored with the way your N64 looks? Can't find it in the dark? Feel like being overly patriotic?



Then snazzily-named Electronic Console Regeneration's new 'graphics kits' are likely to be just the thing you're looking for.

Basically, for a tenner you can peel the back off some shiny plastic, carefully manoeuvre it into place and produce an end effect not dissimilar to what you see in the picture here. A little way down the line, ECR are also promising Premier League graphics kits as well as kits to tie into selected games.

For now, though, there's a plentiful supply of gold and silver as well as a special glow-in-the-dark, where-did-I-leave-the-machine? kit. And, for those readying themselves for England's World Cup onslaught, there's an England '98 get-up. All very harmless and pleasant, though p'raps a tad expensive at a tenner.



N64 CLOCK KEYCHAINS

Mani/Nintendo • £TBA • 01703 653377
These things invoke the same response in everyone: "Let's

have a look... Oh, yeah... Mmm, they're really good, aren't they? Really cute. Anyway, here you are, have it back". And no one actually wants to hang them from their keychain. Odd.

Coming in the guise of both a mini N64 and mini N64 joypad, the Clock Keychains tell the time, date and seconds at the press of a C-Button and the aforementioned particulars can be reset by simply prodding a pencil into the centre of the D-Pad.

The problem comes when hanging them from your collection of keys. It's not that they look tatty – *au contraire*, they look marvellously sleek – but they're quite heavy and, disappointingly, don't exactly slip snugly into the pocket of a pair of Levi's. Even trying to wedge them into Tim's cheap Marks and Spencer's alternatives didn't reap dividends, leaving us to use the loopholes in our belts. Which didn't look very good.

So, all told, cute indeed, but you'll need a baggy pair of jeans.



N64 CONTROL DECK

Mani/Nintendo • £TBA • 01703 653377
Similar problems with the Control Deck. This, boasting slightly more bulkiness than its keychain-style



RETROWORLD

with Jason Moore

Slip on your Spiderman outfit and lets return to the days when most people thought a video game was trying to get a jammed tape out of your VCR with a felt tip pen.

By 1989 there were more people in Japan with a Famicom than a toaster, and one out of every three US homes had a NES under the TV. The war weary Atari needed a weapon, and it was about to get one.

Turn back the clock a couple of years and the designers of Commodore's Amiga had started creating the ultimate handheld games machine. Quickly seized by US games giant, Epyx, development of the Lynx continued to prototype stage. Atari stepped in, impressed with the technology, and determined to re-establish itself in the console war.

On the other side of the world, Nintendo worked hard on the logical conclusion to their Game & Watch series, the Game Boy. Atari realised software was going to be of paramount importance and, along with the excellent games Epyx already had in production, began converting many of its top arcade machine licenses.

In 1989 both Nintendo and Atari launched their handheld machines to quite different opinions. Running at around 4MHz, Nintendo had produced "nuts and bolts" LCD handheld, packaged with the

By 1990 things weren't looking so good, despite a catalogue of over 50 titles, the Game Boy was outselling the Lynx by ten to one. The price of the machine dropped from £129 to £99 and Atari began work on a revised model to cut down on the cost of manufacture. A year later and the Lynx II, a stockier, more robust version of the hardware, was released with no extra features.

The price of the Lynx continued to drop but sales failed to pick up. Atari entered into a numbers game, rushing out countless lacklustre software titles to a despondent user base. By the beginning of 1993, production of the Lynx had stopped, handing the market to Nintendo and Sega's far inferior Game Gear. It's possibly as a tribute to the quality of the hardware that software production continued and, even now, eight years after its release, there are occasional new releases for the Lynx through specialist mail order companies. Meanwhile, Nintendo proved how huge the handheld market really is with the 8-bit Game Boy, still their top-selling machine worldwide.

METAL GEAR
Konami • NES • 1988

Capcom's *Commando* was a classic of its time. *Metal Gear* is Konami's blatant salute to the title. You play "solid Snake", as seen in our previous review of *Snake's Revenge* (N64/9), a sequel to this original title. You're a one-man killing machine, intent on rescuing a group of hostages from various arenas. Entering each screen activates the various enemies within, you must then either run or engage in combat. Weapons have to be found along with pass keys and explosives allowing you to reach new areas of the game. This is one of Konami's intellectual properties that they refuse to let die, if you ever play the game, I'm sure you won't know why.

RETRORATING:

CLIMBER GAME & WATCH
Nintendo • 1988

Climber is one of the later G&W machines, though it did not sell very well. The usual levered joystick is replaced with four rubber directional keys. You must climb as high as you can through the three levels of platforms above your head and avoid the enemies patrolling them. Bats cause you injury if you jump into them and the people knock you for six, but do have another function. If you jump up and hit the platform above you with your head, it is chopped in half, hit it again and it disappears. You can then jump through the gap but if the enemies get there first they fall into it and replace the platform. This rather flickery G&W

owes much to the Super Mario Bros G&W released at the same time, just that rather than jumping from left to right across the screen, you climb from bottom to top.

RETRORATING:

Slippers and a rocking chair and is currently enjoying re-runs of The Goonies.



cousin, has instead of the power and reset buttons, Rec. and Play. And the reason is that, by simply holding Rec., you can speak into the mini-N64 and say six seconds worth of your best banter before magically playing it back.

Of course, any old idiot can swear into it, but the point is, it's actually an opportunity to display your rapier wit and as such, is above things like blue words. Instead we've been content with a basic, but nonetheless amusing, "Overspong" (note: the "spong" part should last for at least four seconds), which we've been playing back to Wil over and over and over again. Completely and utterly useless, all told.

43%

STEREO RF MODULATOR
Richlyn Solutions • £15.99 + p&p • 01684 295827

Mono? Schmon! Striding confidently into the cut-throat Nintendo 64 peripheral market place comes Richlyn Solutions with an offering that all you RF Modulator owners might find hard to ignore, especially as, finally, it gives you a chance to enjoy the delights of stereo sound without any S-Video-style expenditure.

Through some clever split-channel jiggery-pokery and a healthy 16 notes, Richlyn will take your Nintendo RF set-up and instill in it stereo quality sound (involving two extra leads that go into a nearby hi-fi), throwing in a 12 month guarantee and over a metre worth of extra cable into the bargain to boot. And, really and honestly, you can't say fairer than that.

90%



simple, addictive but very old, *Tetris*, it did little to impress power hungry journalists. On the other hand, Atari unveiled their full-colour, 16-bit Lynx, complete with hardware zoom and rotation, multi-channel sound and a specification that in some ways surpassed the Amiga which, at the time, soared the very heights of hardware technology. California Games came packaged with the machine and, with its two-player link-up and stunning playability, a bright future for the Lynx seemed assured.

An initial sell-out in the US led to a rather less enthusiastic Japanese launch. Undeterred, Atari pressed ahead with a European launch, advertising at cinemas and on TV. Meanwhile, mainly thanks to its 40% cheaper price tag, Nintendo was shifting Game Boys by the bucket load in Japan and the US, delaying the UK launch by a year to allow for increased manufacture. Atari worked hard on producing good software, top titles like *Slime World*, *Awesome Golf*, *APB* and the near enough arcade-perfect *Road Blasters*, showed just how good the Lynx was.



39%

63%



**Updating
you on
the N64
games of
the future**

This month including:
1080° SNOWBOARDING
WAYNE GRETZKY '98
WORLD CUP '98
F-ZERO X
CASTLEVANIA 64
BIO FREAKS
JEST

Sport kn

The World Cup, the Commonwealth Games, Wimbledon, the Five Nations – all ingredients in a fantastic sporting year. But in the world of the N64, it's not just restricted to those. It actually takes all sports...

Snow show

Few sports are faster or more exciting than snowboarding, so it's as well that Nintendo are currently putting the finishing touches to their superb rendering of it. We showed you the first pics of *1080°* in the last issue of *N64 Magazine*, since when Nintendo have released a new batch that show the game's workings in far more detail. Somewhat awkwardly, however, it looks like we may not see the game here until next winter (gagh!) – if the PAL version was released as soon as it was finished it would hit us early in the summer: not, reason Nintendo, the best time to release a snow-based game.

The Japanese version of *1080°* is nearly finished, however, and the new pictures show the splendid 'virtual lodge' from

1080° SNOWBOARDING

NINTENDO	96M	1/2	March	TBA
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which you'll select your racer and board. 'Hanging out' in here are competitors like Kensuke Kimachi, Akari Hayami, Adam Merriman, Stevie Allens and Megan Pischke, each with varying degrees of skill in the areas of speed, technique, balance, jumping and power. And the boards all have strengths and weaknesses too.

Also now on display are the half-pipe stunt mode, where you can pull 'nose grabs' and 'stalefish' for *Wave Race*-style points, races at night with flaming torches, a time attack mode with controllable replay, and more of the two-player mode.

1080° Snowboarding looks, if anything, even more realistic and sophisticated than *Wave Race 64*, and has the polish of a thoroughbred Nintendo game. So it's perhaps a bit surprising to learn that it's being put together at Nintendo HQ in Japan by a couple of Brits: Giles Goddard (ex-Argonaut) and Colin Reed. They're joined by a designer who worked on *Wave Race*, a director who helped put together *Tekken 2*, and, of course, Shigeru Miyamoto. They're managing to come up with some nifty new techniques, like calculating the results of collisions with obstacles accurately in real-time, rather than using motion

captures, to give more of a snowboarding simulation than an arcade game.

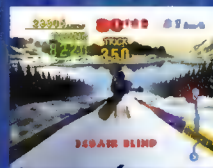
Go on, Nintendo. Please don't make us wait till next winter. We'll leave the fridge door open if that'll help.



△ The races set at night look particularly nifty, with huge flaming torches melting the very snow around them.



△ All's aboard. Pros and cons to each one, huh?



ocks

Ice twice baby!



Spot the difference: Gretzky '97 or '98? Ah, that would be telling.

Before any competitors get a chance to dig their skating heels into the ice – particularly in the form of Acclaim's lovely looking *NHL Breakaway* and EA's almost-certainly-forthcoming *NHL '98* – Midway and Wayne Gretzky are back

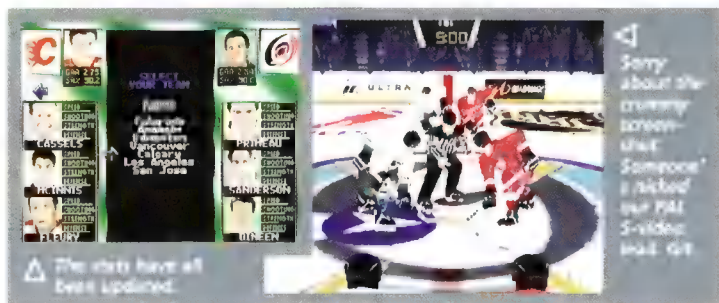
WAYNE GRETZKY'S 3D HOCKEY '98

GT	64M	1-4	USA	Out now	UK	Feb
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to extend their healthy lead just a little further with a slightly tweaked version of last year's excellent outing.

In truth, the changes that have been made are largely unnoticeable. Indeed, we had trouble spotting exactly what was supposed to be different. Apparently, there's been a bit of player AI improvement and a couple of new moves added. Oh, and the commentator seems to have a bit more to say.

But, the rest remains very much in place. And, although that's got to be disappointing (little or no revisions, even if the game was good, seems just a tiny bit lazy, does it not?), this is still a rollicking good ice hockey game. We should have a full review next month.



Ferry about the training session. 'Someone' is back! 'I've got 3-Video' 1998 '98

Cup a load of this

Electronic Arts really seem to have got the hang of this football lark now, having put the dark days of *FIFA 64* behind them and come up trumps with *FIFA '98: Road to the World Cup*. So we need have no fear of *World Cup '98*, which is due out in April to coincide with... ooh... what's that sporting event again?

Although *WC '98* doesn't have an official FIFA licence, it seems likely to use the excellent *FIFA '98* engine as its basis. (They'd better not dig up the *FIFA 64* one to save time...) And EA have come up with a huge list of World Cup-related goodies to take advantage of it, including star player moves, a World Cup trivia test and – superbly – a 'classic team mode' that lets you recreate famous finals like England 1966 and Brazil 1970. (Best not to touch anything during that first one, though, eh?)

And EA are going absolutely bananas with the commentary, pulling in Gary Lineker, Chris Waddle,

WORLD CUP '98

EA	64DD	TBA	UK	April
----	------	-----	----	-------

Kenneth Wolstenholme, John Motson and Des Lynam and sitting them down in front of a microphone.

No screenshots yet, though, just these cheesy celeb photos.



Gary Lineker will be giving the commentary a typically clear voice, no doubt.

Chris Waddle, Euro defender of World Cup '98, will be the 1990 own-goal...



Eager Physically Exercised Waiting

Ken Griffey Baseball

Since it impressed people in the know at E3 last year, *Ken Griffey Baseball* – the first of two collaborations between Angel Studios and Nintendo (the other being, of course, the forever-in-development *Buggie Boogie*) – appears to have gone a bit quiet.

Following on from where its SNES predecessor left off, *KGB* (a provisional title – it might appear as catchily named *Major League Baseball featuring Ken Griffey Jr* eventually) features a wealth of visual treats: seamless motion-capture, star player texture-mapping, superb baseball physics and real-time lighting, allowing for dusk and night matches and, subsequently, floodlights.

But September 27th, its original release date, has been and gone and a back-up date has yet to be announced. Of course, in the world of Nintendo, horrendous delays aren't uncommon, but you'd think that they'd have *something* to say. Still, baseball has been profoundly dull on the N64 so far – not hard, we realise – so *KGB* should stand a fair chance of doing the business. If it ever comes out.

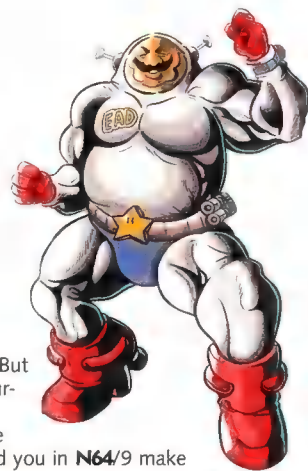
ISS Pro 64

Mmm, yes. Enough of this American tosh. How about a proper sport? *ISS Pro 64*, as it's most likely going to be called, is already well into development at Major A in Japan and a licence is currently being sought out by Konami's top brass. So far they've been unsuccessful but, if they can't grab hold of one, there'll still be the option to tailor the player and team names in the game to your own requirements.

Also of interest is the fact that comically-named Tony Gubba is going to be doing the commentary plus an as-yet-unnamed co-commentator. Of course, Gub's not quite Barry Davies and tends to be saddled with Gerald Synstadt during the Premiership round-up these days but, looking on the brighter side, it could have been (retch) Brian Moore, which would have been an unforgivable act of lunacy.

We await this with an almost indescribable passion. No, really.

Spurty thirty



△ The car select screen gives you a bewildering 30 racers to choose from.



△ As in the original F-Zero, there are power-up strips if you're prepared to venture off the racing line.

F-ZERO X

NINTENDO 64M 1-4 June September



More pics of Nintendo's futuristic racing game have emerged, including, most interestingly, shots of the pre-race options screens that give us much better idea of how the game's going to fit together. Lots of it will be familiar to fans of the SNES original.

The course select screen, for example, has you travelling from planet to planet through the race season, with course 1 being set once again in Mute City. This time, though, the circuit has gained a terrifying loop. The machine select screen, next, gives you 30 (30!) different cars to pick from, and we'd be surprised if there weren't a few secret ones lurking in there too. And having chosen your vehicle you're

then shown a graph of its performance along with ratings in three categories: weight, top speed and boost, the last of which makes you spurt forwards for a bit. (Wil says he's not too sure about that picture of the driver, though.)

Out on the road, plenty of the SNES game's distinctive features have been kept, like the starting lights that drop down and count down from three, and the strips you'll occasionally find at the roadside that will repair your car. But the bulk of the game is all-new, taking full advantage of the N64's mighty powers to provide 3D courses that twist, turn, corkscrew and loop the loop, and all deliciously smoothly. Best of all, as we reported last month after playing an early version in Japan, the cars move at a terrifying pace, achieving supposed speeds of over 1000 km/h.

All that's missing in the new batch of pics is the multiplayer mode, which we haven't seen in the flesh yet

either. But the four-player pics we showed you in N64/9 make us want to play F-Zero X ever so badly.



△ At the end of the race you're shown the maximum speed you reached!

Fang fare

CASTLEVANIA 64

KONAMI 64M TBA Late 1998 TBA

Firmly embedded in our page-26-based Eager Waiting chart ever since we first clapped eyes on it has been *Castlevania 64*, or *Dracula 3D* as the Japanese are calling it. Konami's *Castlevania* series has had Nintendo fans dribbling blood since right back in the NES days, and the incredibly early N64 footage they released last year looked superb.

But nothing's been seen of the vampire-hunting *Castlevania 64* since the pictures we showed you in N64/3. Nothing, that is, until Japanese gamers received the latest edition of the Konami magazine, which includes four pages on game. There are no new in-game screen-shots, unfortunately, but there's some lovely artwork showing three of the four characters you'll be controlling. The trio on display are: Cornell Reinhart, a hand-to-hand fighter who is shown in the accompanying cartoon strip transforming into a wolf; Carrie Eastfield, a 12-year-old girl who, it can now be revealed, is 142cm high; and the whip-wielding Schneider Belmont. Of the

chainsaw-favouring Kola, however, there is as yet no sign. Very mysterious.

Vampires are at their deadliest at night, of course, and Konami will be exploiting the N64's powers to make day and night pass realistically. At night you'll have to be particularly alert for befanged corpuscle-quaffers, and your field of vision is restricted. In the day you'll be safer, although the odd vampire might still lurk in the shadows. You'll be provided with a watch so you can plan your journeys around the game's 3D playing area.

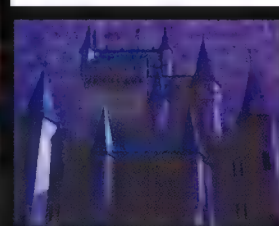
Still no inkling of a release date, though...



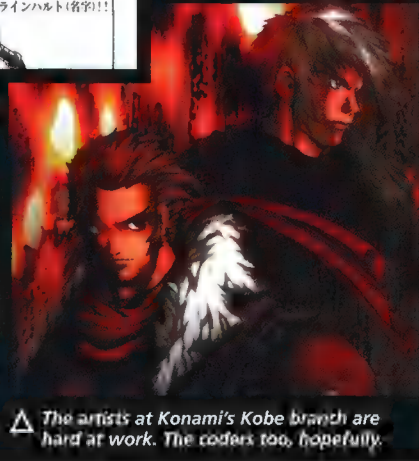
△ Cornell comes over all hairy as Schneider lashes out.



△ Sorry—still the same old pics off that video trailer Konami showed ages ago.



△ Imagine exploring this entire castle. It'd be great!



△ The artists at Konami's Kobe branch are hard at work. The coders too, hopefully.

WCW vs. nWo

★WORLD TOUR★

ARE YOUR FRIENDS ALWAYS PICKING ON YOU?

UP TO 4 PLAYERS - HEAD TO HEAD

"IT MUST BE PLAYED, EVEN IF YOU'RE NOT A FAN. IT'S THAT GOOD!"

92% - TOTAL 64



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RPG NEWS

WITH WIL OVERTON



Oh, no not more *Zelda* pictures!
But, go on, admit it: they're great!

It's time!

Hear that? If you put your ear to the ground and face eastwards you can plainly detect the rumblings of the mighty *Zelda* bandwagon as it gathers speed approaching its April release in Japan. Amazing to think that it's only been a scant two years since we first saw that fleeting animation of a pointy nosed Link fighting a shiny chrome knight but, as you can plainly see from these new shots hot from Japan, it looks like time well spent. If it isn't... well, we'll probably cry a lot.

These new shots can be broken down into three sequences. The first shows Link getting his hands on the famous *Zelda* bombs (look out for cracks in the walls) from a dumpy looking local monster. In *The Ocarina of Time*, it seems, bombs are grown inside giant plants that then blossom to reveal their pyrotechnic fruits. Of course, we saw a great use for bombs last month when the Space World demo

cart let you finish off the dragon Dodongo by lobbing them into his mouth.

The second sequence is a graphically gorgeous showpiece for those clever paint-wielders at Nintendo. After roaming about in the claustrophobic confines of a countrified little town, Link enters the Hall of Time, a massive, sprawling, tri-forced-up-to-the-nines monstrosity of a room, dominated by a huge clock. A time portal for the big Link, little Link swapping antics perhaps?

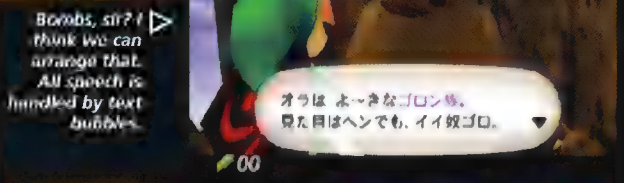
Then, thirdly, Nintendo also revealed a further battle scene, with Link's adversary this time taking the shape of a similarly-sized lizard-thing. Our little pointily-hatted friend once again uses the Navi-the-fairy lock-on feature to get in his shots, but also makes use of a staff, pulling off Karate Kid-like swipes of the stick. This is undoubtedly *not* a boss, but the diversity and size of even the normal passers-by has to be applauded.

More than anything, these new screenshots suggest things are rapidly nearing completion at Nintendo HQ (thank the heavens!). From the look of the village, the sweeping underwater landscapes and the supremely detailed Hall of Time, the locations are all up and working perfectly. Link's enemies also look beautifully fluid, and, in the case of the huge one-eyed bug-monster from the Space World video, really quite scary.

April can't come soon enough...



△ Navi directs you to the bomb keeper. Be nice to him.



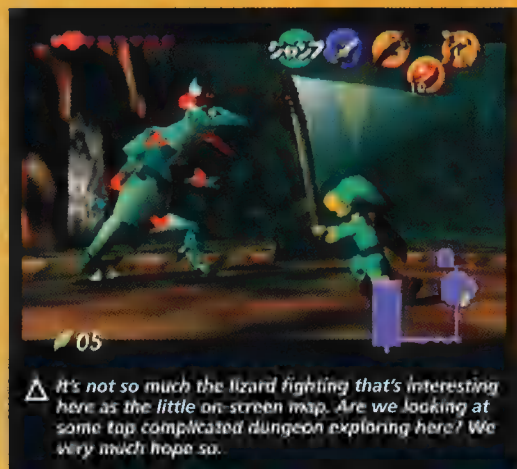
▷ Bombs, sir? I think we can arrange that. All speech is handled by text bubbles.

オウは よーきなゴロン様。
見た目はヘンでも、イイ奴ゴロ。



△ Is that bomb already primed? You'll need to be pretty quick on your feet if it is.

▷ And here's your first little bomb. Whether you can keep going back to the plant to restock is uncertain at the moment.



△ It's not so much the lizard fighting that's interesting here as the little on-screen map. Are we looking at some top complicated dungeon exploring here? We very much hope so.

ASK FuSoYa

My nether-reigons are rumbling like never before and I've attributed it to what I like to call the 'Link-effect'. The thought that *Legend of Zelda: Ocarina of Time* is only a couple of months away (for those who can't stand the thought of waiting until the autumn for a PAL version, that is) is proving just too much for my old and withered frame to stand. Mr. Myamoto, I think I speak for all of us when I say that if you fail us now I will cast the biggest Meteo I can muster. You have been warned!

First up, a quick jump via the Eurovortex to Amsterdam as V. Kraetke asks the questions on every diehard import fan's lips. Or not.

1. A few years back, there was an RPG on the Super Famicom based on Sailor Moon S called 'Sailor Moon S: Another Story'. Any chance of a 64-bit sequel based on the sailor stars?

2. I've heard rumours that an RPG with wargame and action elements based on the anime *Neon Genesis Evangelion* is on its way to the N64 and that it'll use the Bio Feedback Pak to give you a reading of your 'synchro rate'. True or false?

3. Could there ever be a *Chrono Trigger* 64?

FuSoYa suddenly recalls a message from the old Tatio Darius shooter series - Warning! A giant anime fan is approaching fast!

1. Have you really played 'Another Story' on the SNES? Personally, FuSoYa thought it stank of the dung of a giant Chocobo and the thought of an N64 version fills him with nothing but indifference. The fact is that *Sailor Moon* (which for the uninitiated amongst you is a Japanese cartoon about superheroine schoolgirls) isn't half as big as it was a few years ago so the chances of an N64 *Sailor* game (especially an RPG!) are almost nil. FuSoYa also has to wonder why a cartoon specifically aimed at little girls should cause so much fuss amongst young males.

2. Come clean now.

FuSoYa suspects that you haven't heard any rumours at all but are merely acting out some wish fulfilment. The only *Evangelion* games out are for the Saturn. So far there are no plans for any anime tie-in titles bar Banpresto's *Super Robot Spirits* (which is a beat-'em-up).

3. Noooooooooooooooo!

A slightly less esoteric question from Danny Boyd of Leatherhead now.

1. I've read in some other N64 magazines of an RPG being made by some ex-Square Soft employees. Do you know anything about this and does it mean that we'll get *Final Fantasy* or *Secret of Mana* on our machine after all?

Ahh. The bright, almost blinding, light of a relevant N64 RPG question almost blinds old FuSoYa.

Your question only goes to prove that you really shouldn't bother with lesser uninformed magazines whose only sources of information are: (1) other mags and (2) an Internet web site written by someone who gets their information from other mags.

The real facts are that Crave Entertainment (for it is they) are working on N64 RPGs and did once work for Square Soft. But they worked for Square's US office in Seattle before the company relocated to L.A. and Hawaii, and the only game ever to come directly from Square in the States was the less-than-trailblazing *Secret Of Evermore*. All they did otherwise was act as a liaison between Square

Co. Ltd. in Japan and the West when a game was being translated for the US market. Still, let's not be biased. Any potential N64 RPGs are welcome in FuSoYa's slot and I'll be attempting to get the full lowdown on Crave's plans for the very next issue.

Hello, Stelios Giamarelos from Greece.

If you happen to have a SNES lying around there, could you please tell me which adaptor I should use in order to play *Super Mario RPG* on my PAL SNES? (My Datel Programmable Universal Adaptor won't work!)

OK, FuSoYa will accept another 16-bit question as he realises that you only want to play it to get a feel for what *Super Mario RPG 2* could be like. FuSoYa's doing the same with all the previous *Zelda* games at the moment. (He still maintains that the Game Boy one holds top spot.)

Unfortunately there doesn't seem to be any adaptor that runs either the American or Japanese version of *Super Mario RPG*. It was released at a time when Nintendo's anti-cart programming was at its height. Sorry. You'll need a foreign machine.

That's it, pointy-hatters. Come to me with all your RPG questions and I will endeavour to answer them all. I'm like that.

Send your missives to:
Ask FuSoYa
N64 Magazine
30 Monmouth Street
Bath
BA1 2BW

You know it makes sense.



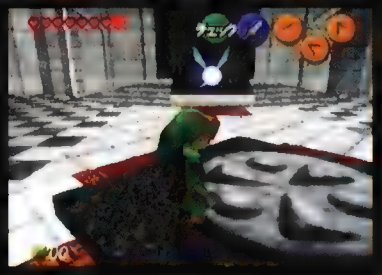
△ Rupees anyone? It's good to see that there are plenty of old *Zelda* references in the new game.

◁ Life-giving hearts make an appearance too.



△ Young Link arrives at the Hall of Time just in time to get back to the future.

It's still hard to imagine just how the time travelling works in *Zelda*. Still, only two months to go now.



Hey Ocarina!

So excited were the N64 team about the prospect of *Zelda* that we even managed to get hold of a real ocarina to practice some top *Zelda* tunes on. Alas, James' Radiohead medley didn't open any time portals but it did clear the office pretty quickly. And as a result his new CD - *Ocarina Moods* - will be exclusively distributed in Woolworths bargain bins any week now.



Aero-pain

BIO FREAKS

MIDWAY

64M



1/2



TBA



April

Midway are keeping those beat-'em-ups coming. Following the fossilised *Mortal Kombat* Trilogy, the snoozesome *War Gods* and the really-rather-good *Mace* they're now putting the finishing touches to *Bio Freaks*, which could better the lot of them.

Coming from the Wild West, rather than the Far East, *Bio Freaks* follows the US trend for a dark, brooding atmosphere, and its levels are constructed from *Doom*-style granite and lava pits. The characters, too, are definitely Western in origin, with giant biceps and a generally aggressive disposition. The paramilitary Bullzeze, for example, has a gun with which he can (somewhat unfairly) spray bullets at people. Zipperhead is covered all over with defensive spikes. And if *Bio Freaks* includes a spiritual heir to Kabuki Joe, he's to be found in Psydrown.

Bio Freaks has a big surprise up its sleeve, though: press A and a jetpack will make your fighter zoom up into the air. Useless? Far from it. Not only is this an ideal way of avoiding enemy

attack, it also allows fights to be conducted hundreds of feet above the ground, which makes a nice change. The playing areas have been constructed in a multi-level *Mace* fashion, too, with high-up platforms for you to take the battle to. And should the players become unduly separated, the game's being in full 3D allows the zoom out for miles to keep them both on screen.

Happily, the well-on-the-way-to-completion version of *Bio Freaks* we had a crack at played exceedingly well. The characters respond well to the controls, and they're all completely different, with their own moves and fighting styles. The only snag is that at the moment you can easily spend half your time flying around the screen, rather than

Bio Freaks' graphics really are good. Wait till you see the screen zoom out.



fighting. Maybe some sort of Pilotwings-style fuel limit needs to be placed upon the jetpack.

The graphics, too, are excellent: super-detailed polygonal characters that the camera can zoom right into until you can almost see their fillings. All that needs to be sorted out now is the sound, which currently consists of weird, temporary frog croaks and things.



No joke

JEST

OCEAN

96M



1



1998



TBA

Jesters seem to have been very much in vogue in recent years, what with *Pandemonium* on the PlayStation, *The Horde* on the Saturn and a slew of *Kyrandia* games on the PC. But Jax, star of the forthcoming *Jest*, isn't actually a jester. Not to begin with, at least. He starts life as a mere joker and must work his way up to full jesterhood... er... somehow or other.

To be honest, the pictures we've seen so far mainly just show off the scenery in the land of Humourous, revealing locations that range from scary, hellish underground caverns to misty docksides. The characters look a

bit simple and boxy, and it's difficult to see what playing the game will actually involve. We'll aim to discover more from developers Curved Logic

(part of the Ocean/Infogrames collective) – along with info like a release date – in time for the next issue.



An ear to the ground

Our wrinkler readers will undoubtedly remember *Head over Heels*, a 3D puzzly platform adventure that was one of the Spectrum's best games back in the 1980s. Well bless our souls if it's not about to rise again. Jon Ritman, the chap behind the Speccy original, set up a development company called Cranberry Source who, after a bit of PC-based action (*QAD* and *Match Day 3*), have decided to turn their hands to the N64. And their first Nintendo game will be a 3D puzzly platform adventure that incorporates the best elements of – yes – *Head over Heels*. Superb!

Talking of heads and heels, that's all that's likely to be left after you've had a go at *Turok 2's* baddies with the new weapons the game will make available. Iguana, who are putting the game together for Acclaim, are saying the sequel will be a better game in every respect, and not just an extension of the first one. Iguana are also beavering away on a wrestling game called *WWF Warzone* which they reckon will be much more sophisticated than *WCW vs NWO* (reviewed this month). And over at Iguana UK work continues on *Shadowman*, which, according to one *N64 Magazine* informant, looks "very nice indeed".

Also very nice indeed would be an N64 RPG, so three cheers for Interactive Studios who're working on one called *Dragonstorm*. A suitably role-playing name, we reckon. Interactive, who you may know from *Firo* and *Klaud* and the PlayStation. They're reported to be working on a 3D platformer too, although this remains cloaked in secrecy.

As does, indeed, Rare's N64 *Donkey Kong* game, although we're getting confirmation that work is well underway from more and more sources. Will we see it this year?



Turok 2: This fellow doesn't look too formidable.

Turok 2: That's Jax, my W. wonder.



Turok 2: The sequel is on its way.

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Release Date	Developer	Publisher	Type	Country
February 1998				
23	Yoshi's Story	Nintendo	ACT	US
	Pro Baseball King 2	Imagineer	SPT	JPN
	NHL Breakaway '98	Acclaim	SPT	US
	WWF vs NWO	THQ	SPT	UK
	Cruis'n USA	THE Games	RAC	UK
	Tetrisphere	THE Games	PUZ	UK
	Fighter's Destiny	Ocean	FGT	UK
March 1998				
30	1080° Snowboarding	Nintendo	SPT	US
	Bio Tetris	Bottom Up	ETC	JPN
	G.A.S.P.I. Fighters' NEXTeam	Konami	FGT	JPN/US/UK
	Holy Magic Century Eltale	Imagineer	RPG	JPN
	Kiratto Kaigetsu	Imagineer	TAB	JPN
	Quake 64	GT	SHT	US/UK
	Snow Speeder	Imagineer	SPT	JPN
	Superman: Anim. Series	Titus	ACT	US
	Super Robot Spirits	Banpresto	FGT	JPN
	Twisted Edge Snowboarding	Kemco	SPT	US
	Pro '98	Konami	SPT	JPN
	Forsaken	Acclaim	ACT	US/UK
	Jeopardy!	Gametek	PUZ	US
	Silicon Valley	BMG	ACT	US/UK
April				
	Pachinko 365 Days	Seta	ETC	JPN
	Legend of Zelda 64: Ocarina of Time	Nintendo	RPG	JPN
	Mystical Ninja 64	Konami	RPG	UK
	Banjo-Kazooie	Nintendo	ACT	JPN/US
	Snobow Kids	THE Games	ACT	UK
May				
	Rev Limit	Seta	RAC	JPN
	Tonic Trouble	Ubi Soft	ACT	UK/US
June				
	F-Zero X	Nintendo	RAC	JPN
	Pocket Monsters 64DD	Nintendo	RPG	JPN
	Talent Maker 64DD	Nintendo	ETC	JPN
	Polygon Maker 64DD	Nintendo	ETC	JPN
	Picture Maker 64DD	Nintendo	ETC	JPN
	Conker's Quest	Nintendo	ACT	JPN/US
	FIFA: World Cup Edition	EA	SPT	US/UK
	ISS Pro '98	Konami	SPT	UK
	UEFA Soccer	Ocean	SPT	UK
July				
	NBA Basketball	Nintendo	SPT	JPN
early				
spr.	Centipede X	Midway	SHT	US
spr.	Jungle Emperor Leo	Nintendo	-	JPN
spr.	Ken Griffey Jr Baseball	Nintendo	SPT	US
spr.	Mission: Impossible	Ocean	ACT	US/UK
spr.	Robotech	Gametek	ACT	US/UK
spr.	Cruis'n World	Midway	RAC	US
wint.	Unreal	GT	ACT	US
	Attack!	Midway	-	US
	Body Harvest	Nintendo	SHT	US
	Buck Bumble	UbiSoft	ACT	US/UK
	Earthworm Jim 3D	Interplay	ACT	US/UK
	Extreme G 2	Acclaim	RAC	US/UK

Game	Developer	Publisher	Country
Flights of the UN	Video Sys	SHT	JPN
Golf	Nintendo	SPT	JPN
Grand Prix Race	Video System	RAC	JPN
Hybrid Heaven	Konami	ACT	US/UK/JPN
Jungle Emperor Leo	Nintendo	ACT	JPN
Kirby's Air Ride	Nintendo	RAC	JPN/US/UK
Legend of Zelda 64: Ocarina of Time	Nintendo	RPG	US/UK
Mortal Kombat 4	Midway	FGT	US/UK
NBA Jam 98	Acclaim	SPT	US
Pikachu Genki Dechu	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Quest 64	THQ	RPG	US
Quest for Camelot	Titus	-	US
RoboTech: Crystal Dreams	Gametek	SHT	US
Sim City 2000	Imagineer	SLG	JPN
Sim Copter	Maxis	SIM	US
Space Circus	Ocean	ACT	US/UK
Spooky	ICE	ACT	US/UK
Thornado	Factor 5	SHT	US
Turok 2	Acclaim	SHT	US/UK
Ultra Donkey Kong	Nintendo	ACT	JAP
V-Rally 64	Ocean	RAC	UK
No release date yet			
7th Legion	DMA/Epic	-	US
Blade & Barrel	Kemco	SHT	JPN
Bond Game*	Rare	SHT	US/UK
Buggy Boogie	Nintendo	RAC	JPN
Cavalry Battle 3000	JSS	RAC	JPN
Creator	Nintendo	TAB	JPN/US/UK
Daikatana	Ion Storm	SHT	US
Dracula 3D (Castlevania 64)	Konami	ACT	JPN/US/UK
F-Zero X (add-on disk)	Nintendo	RAC	JPN
Freak Boy	Virgin	ACT	US
GEK: Enter the Gecko	Midway	ACT	US/UK
Ikazuchi no Goto Ku	Seta	TAB	JPN
Jack and the Beanstalk	Nintendo	-	JPN/US/UK
Joust II	Midway	SHT	US
Jikkyo Golf Tournament III	Konami	SPT	JPN
Kindaichi's Accident File	Hudson	-	JPN
Knife Edge	Kemco	SHT	US
Legion X	Hudson	-	JPN
Loderunner 64	Bandai	ACT	JPN
Mother 3	Nintendo	RPG	JPN
Paperboy 64	Mindscape	-	US/UK
Puzzle Game*	Capcom	PUZ	JPN
Reason	Imagineer	-	JPN
Rugrats	T+HQ	ACT	US
Sim City 64DD	Nintendo	SLG	JPN
Space Jelly	Soft. Creat.	ACT	UK
Street Fighter 64*	Capcom	FGT	JPN
Super Mario 64 2	Nintendo	ACT	JPN/US/UK
Super Mario RPG 2	Nintendo	RPG	JPN/US/UK
Ultra Soccer	Acclaim	SPT	US/UK
VR Baseball	Interplay	SPT	US
Wetrix	Ocean	PUZ	US/UK
Wrecking Balls	Acclaim	PUZ	US/UK

* working title

KEY					
ACT	ACTION	RPG	ROLE-PLAYING GAME	SIM	SIMULATION
FGT	FIGHTING GAME	SPT	SPORT	RAC	RACING
SLG	STRATEGY	TAB	BOARD GAME	ETC	MISCELLANEOUS

N64 MAGAZINE

Eager Waiting

Which new Nintendo 64 games are we most looking forward to?

1	The Legend of Zelda 64 Nintendo Japan: April UK: TBA	
2	F-Zero 64 Nintendo Japan: June UK: TBA	
3	Castlesania 64 Konami Japan: Late '98	
4	ISS Pro '98 Konami Japan: June UK: June	
5	Banjo-Kazooie Nintendo Japan: April	
6	1080° Snowboarding Nintendo Japan: July UK: TBA	
7	Hybrid Heaven Konami UK: TBA	
8	Mother 3 Nintendo Japan: TBA	
9	Super Mario RPG 2 Nintendo UK: TBA	
10	Jungle Emperor Leo Nintendo UK: TBA	

Bubbling Under: Super Mario 64 2 (Nintendo), Snowway Kids PAL (THE), Pikachu Genki Dechu

TOP 5 IN THE UK

1	FIFA: RTTWC '98
2	DIDDY KONG RACING
3	SUPER MARIO 64
4	MARIO KART 64
5	GOLDENEYE 007

TOP 5 IN JAPAN

1	PUYO PUYO SUN 64
2	DIDDY KONG RACING
3	BOMBERMAN 64
4	64 O-SUMO
5	SUPER MARIO 64

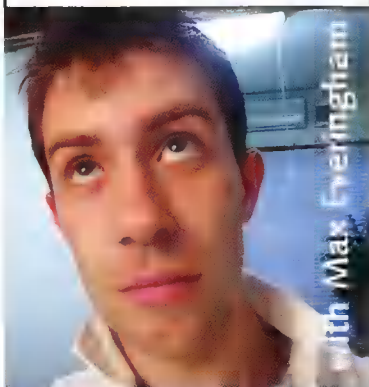
TOP 5 IN THE USA

1	GOLDENEYE 007
2	MARIO KART 64
3	SUPER MARIO 64
4	DIDDY KONG RACING
5	NFL QUARTERBACK CLUB '98

TOP 5 IMPORTS

1	YOSHI'S STORY
2	DIDDY KONG RACING
3	GOLDENEYE 007
4	WCW VS NWO WORLD TOUR
5	DUKE NUKEM 64

日本製



with Max Everingham

MADE IN JAPAN

"Get on your bike", we told our man in Japan and that's exactly what he did. In the arcade. In Tokyo. And that's because he's dedicated to bringing you all the very latest news from the Japanese gaming fraternity. No matter what it takes.

Easy rider

This month, I've returned to the jungle that is the Tokyo arcade scene:

SEGA

Motor Raid

This new offering from the race masters, Sega, features a double unit with motorcycle mock-ups for the player to perch upon, replete with brake, accelerator, and two buttons on the throttle (one to punch, the other to kick).

The usual 200 yen mounts your alter-ego on futuristic, Akira-style bikes, with which you negotiate twisting, jumping tracks à la *Wipeout* and *Extreme G*. Fixed handlebars mean that you must bodily swing the bike over to make the turns, which would be hard enough, but then you've got the other chaps to deal with and they, for some reason or other, want you dead. Cue the ability to wield devilishly-large weapons (a clawed



glove, scythe-like thing, etc.) which you can wave in a friendly manner towards fellow racers when you draw level. Direct hits result in bilious, fission-like waves of electricity which are actually pretty exhilarating when you pull off. I was expecting to be very underwhelmed with this one, and indeed it is very short – championship mode means that if you finish in the top three you continue to the next race, but the time limits are very tight. It is, however, very, very fast and tremendous fun.

Harley Davidson & L.A. Riders

Sling it low to the ground and cruise the streets of Los Angeles on your very own mock-up Hog. Even better, make a personal statement and choose any of five models, complete with engine sounds sampled from the real McCoy. This new cabinet from Sega may make the player look a little silly sitting there



nearly on the floor, but it's all in the name of authenticity: unlike other bike games (the inert replicas in *'Motor Raid'* for example) the whole bike moves with the action, whilst speakers mounted inside the actual machine give the game a shake, rattle and roll as unique as the road warrior it's modelled on.

Le Mans 24

Not tired yet of hearing about new arcade racers with a twist? Good, because this one from Sega allows you to select a night or day run (although it gets progressively darker as you race anyway – at least it did when I played



it) and that's about it. For your 200 yen, Sega brings you its trademark racing experience, housed in a two-unit cabinet (although there are often two machines side by side, allowing a total of four challengers). The picture is of the 'debut' machine, hot off the press. In play, my impressions were the same as with all Sega racers – excellent, detailed graphics, nice force-feedback through the wheel, but little sense of speed and no immersion. I found it to be sluggish on turns and too easy to oversteer. Maybe I've just driven the wrong cars, but to my mind, the handling is simply unrealistic.

Water Ski

Does exactly what it says on the box. And not much else. Not innovative or terribly exciting. Sega, we love you, but we've seen enough variations on the water-based racing game for at least the next two centuries. That's despite the usual jumping through hoops (figuratively) against a time limit and the (deep breath) new 'Slalom and jump action', which turned out to be very tame, really. Sorry. It's a simple rework of your *Alpine Racer* game isn't it? Go on, you can tell us.





Chart news

This month's runaway success in Japan is Capcom's *X-Men vs. Street Fighter* for Sega's console, far outstripping the sales figures for its competitors (double that of Sony's best seller and triple the figure for DKA for the N64). The Japanese market has always been a bit of an enigma, living as it does in symbiotic harmony with the anime industry and thereby confounding less acclimatised Westerners. Still, here's a game without any of the 3D bells and whistles many deem prerequisites to next-gen gaming, yet it's running away with the gold. With nine of the top ten games in both the Saturn and PlayStation charts being simulation or RPG/adventure titles, and 70% at the very least of all software sales attributed to these genres, you'll appreciate just how important it is for Nintendo to follow suit as quickly as possible. Not 'copy' mind you; I don't think anyone would want to see the N64 stooping to mimic its less impressive counterparts, but rather innovate and expand upon the genres, bringing the mechanized suit, samurai and RPG brigade on a league or two. A job for Nintendo's new video-recognition system, perhaps?



Nintendo Space World '97 giveaway

Our friends over at Nintendo FR have rummaged around in the high security special promotions area at Kyoto HQ and come up with three exclusive Space World '97 posters to give away to N64 Magazine readers. You may have seen these on display in some of the pictures of the show report – now here's your chance to snap one up for your bedroom wall and be the envy of memorabilia collectors the world over. The posters feature Zelda, Yoshi and the lowly if diminutive Pikachu, along with some deliciously indecipherable Japanese script that'll fox your mates, while you stand there knowingly smug (we'll give you the translation). All you have to do is send us a poster already stuck on your wall that you want to get rid of.



AN ENGLISHMAN IN TOKYO

Quality and quantity? Whatever next...

Well, the release of N64 software has now outpaced even my (admittedly voracious) appetite for snapping them up and spitting them out. I've gone from justifying one or two new games a month to myself, to having to explain why I want five or six to the wife. And she's not as understanding as I am. Keeps saying we have to eat, wear clothes, that kind of nonsense.

In a perverse kind of way, I'm glad it happened, though. Whether we agree with Nintendo's stated policy of quality over quantity or not, gamers in Japan are accustomed to new games arriving by the truckloads, not by a single valiant knight on horseback. So to speak. So, however shiny and impressive a new N64 game is when it ships, until now it's still been a bit of a lone voice in the wilderness. And with the heralding of 'Dural', Sega's new 64-bitter, the meter is running. Hurrah, then, for N64 choice AND quality! We'll soon be able to use impressively-long words to describe the library of available N64 titles: words like 'extensive' and 'comprehensive', for starters.

Speaking of new releases, *Denryu IralaBou*, that electric baton-guiding game we mentioned in a previous issue of N64 Magazine, has found critical acclaim here in the country that bases an entire TV series on the apparently-simple challenge. It seems that the N64's controller has come up trumps again. The 3D stick, say the aficionados (look, for a million-yen bonanza prize, I'd get involved too), is indeed a perfect mimic of the stick you use in the real thing. As hoped,



Hudson have captured all the pressure and heart-stopping tension the original game creates, as all the early testers confirm. One player-reviewer, a Mr. Iwamoto, reports 'the analogue stick is great for subtle, tricky movements. Although it's a really simple concept, it's actually a very deep, involving gaming experience'. And no, I didn't just make that up.



TAITO

Final Furlong

Cashing in on the astounding popularity of horse-racing games on other consoles, this rocking horse for adults features not-nearly-lifelike unreplicas of our equine buddy. The arcade-box authenticity ticket has resulted, this time, in a rather unfortunate play mechanism which requires the hapless player to, simply put, rock back and forth, to gee up their gee-gee. So you look like a fool. And perhaps in recognition of the spectacle you are making of yourself, Taito have incorporated a friendly horse head icon which pops up and tells you when you're rocking too fast! So you can calm down a bit and save a modicum of self-respect, presumably.

There are notices pinned all over the cabinet in Japanese – and they say:

1. If you're not playing the game, don't sit on the horse!
2. Use the buttons near the front of the horse to use the crop (we think!)
3. This is a brand-new game. Too much excitement for us to bear.



LEARN JAPANESE



And if you need a few expressions to yell when you're on your bike, help is at hand:

Ei! = Take that!

えい!

Itai! = Aaarrrgh!

いたい!

Orto bai = Motorbike

オートバイ

Ii ortobai da na = Nice bike!

いい オートバイ だな

Yamete! Yasuri sugi = You're rocking too fast! Slow down!

やめて! 揺すり過ぎ。

THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

N64 ARENA

WCW VS NWO WORLD TOUR



GO TO PAGE 32

Muscles ripple as massive blokes shove each other.



Skiing, skating, sleighing, snow, shivering... it's all in here. To what effect?



GO TO PAGE 40

NAGANO WINTER OLYMPICS



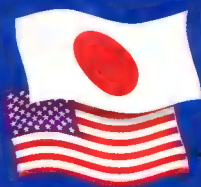
N64 MAGAZINE

N64 ARENA

Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

	85% and above	 Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.
	84% - 70%	The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.
	69% - 50%	We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.
	49% - 30%	Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.
	19% - 0%	Unfortunately a couple of these monstrosities have fallen into our laps. As promised, we have punished them ruthlessly and we will continue to do so.



IMPORT ARENA

The games they're playing in America and Japan.

TAMAGOTCHI WORLD 64 GO TO PAGE **56**
It's Monopoly but with egg pets!

DUAL HEROES GO TO PAGE **58**
Futher fighting frustration.

TOKON ROAD GO TO PAGE **59**
Wrestling Eastern-style.

SNOBOW KIDS GO TO PAGE **60**
You must have a go on this!

ROBOTRON 64 GO TO PAGE **65**
Retro shooting from the US.

ART OF FIGHTING GO TO PAGE **66**
A cracking Japanese beat-'em-up.

AERO GAUGE GO TO PAGE **68**
Erk.

DENRYU IRAIRABOU GO TO PAGE **69**
Things to do with a stick.



We won't see this in the UK for a couple of months, so what's the Japanese cart like?

YOSHI'S STORY GO TO PAGE **44**

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end, no matter how hard it is. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with useful information and hard-won secrets.

HOW IT WORKS

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64 *Cripes. We appear to have become chromatically divided, rather like Yoshi.*



Jonathan Davies
Jonathan really, really wanted to review Yoshi's Story this month, but James deviously arranged for it to be sent directly to the Ashton residence.
Game of the month: Snobow Kids



Andrea Ball
Andrea had been labouring late into the night on our cover when she finally fell asleep, face down on it. And the purple ink wouldn't wash off.
Game of the month: Tamagotchi



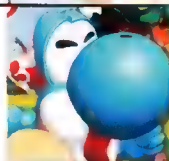
Wil Overton
"Crghchchrrh!" spluttered Wil as, in a desperate attempt to stem the flow of mah jong anecdotes, we grabbed him round the neck and shook him.
Game of the month: Mystical Ninja



Paul Jarrold
"I've been practising all weekend," claimed Paul, "and I can safely say I'm no longer crap at Mario Kart." James then beat him 12-0, embarrassingly.
Game of the month: Aero Gauge



James Ashton
Our Dep Ed has been trying to remedy his deathly pallor using a cheap lotion. Rather too cheap, by the looks of it. "What do you mean?" protested James.
Game of the month: Yoshi's Story



Jonathan Nash
Jonathan is unusually susceptible to contextual influences, and therefore transmuted completely into the blue version of our dino-chum. Corks.
Game of the month: Tamagotchi



Tim Weaver
Tim said so many rude words as he was playing WCW vs NWO that we had to make him go and stand outside in the cold. Without first getting his coat.
Game of the month: WCW vs NWO



Dean Mortlock
New boy Dean might be a bit green around the gills in N64 Magazine terms, but he knows his beat-'em-ups. So we gave him two of them.
Game of the month: Art of F-ing



△ A Battle Royale, this — and what an occasion! Whilst Ultimo Dragon is dispensing head-style, Lex Luger gives a bit of knee. But, then, such is the unpredictability of wrestling, that Luger and Ultimo are suddenly on the end of some payback. Nasty.

Being honest, that's going to smart a bit around the midriff, is it not?



Ever since ITV gave up on Giant Haystacks and Big Daddy at the beginning of the Eighties (and millions of armchair grannies shed a wrinkly old tear), British wrestling's fandom has had to turn its attention to America. Thankfully for all involved, the processes of administering a sharpish plug to the ear remains the same.

Over the years, though, American wrestling has shown itself to be a far glitzier alternative. Whereas Ric Flair fought for \$1 million prizes in the mid-'80s, Big Daddy fought for a sausage sandwich, some cheese and onion crisps and a pint of Guinness. Hulk Hogan has his own TV show. The closest Giant Haystacks ever came to that sort of stardom was a brief appearance on Blue Peter.

And so, whilst good old British toilers like Haystacks and Daddy-o have been long since laid to rest, American wrestling has gone from strength to strength, even barging its way into Sky's prime time schedules. And, in WCW vs NWO, the N64's latest PAL conquest, you've got a chance to be part of that. (Lucky old you.) But is this leotard-heavy fist-bash a timely 64-bit fighter or tarted-up ballet for fat blokes?

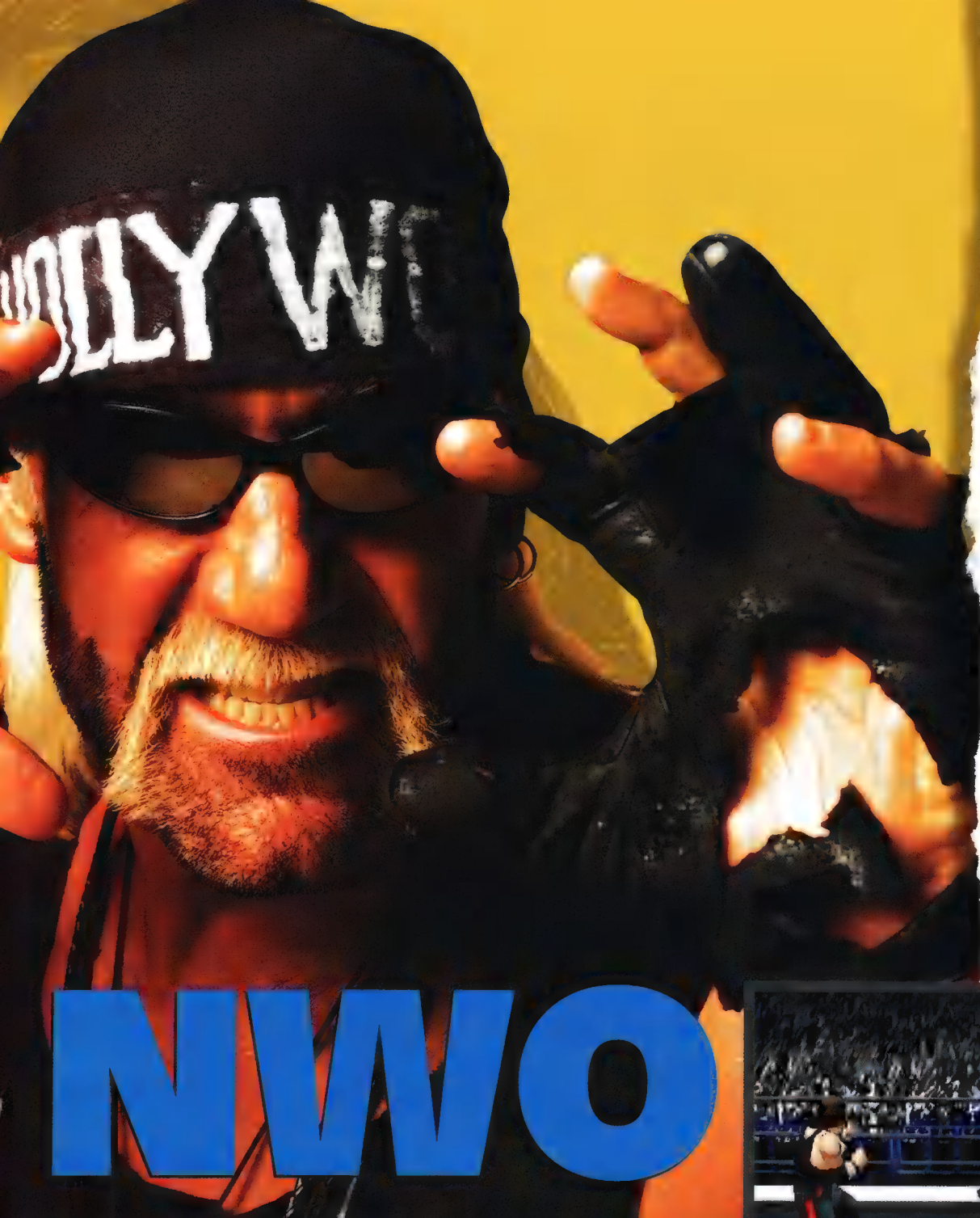
Morish or borish, that is the question.



WCW VS WORLD TOUR

Pants! Leotards! Bandanas! Growls! "Hollywood" Hulk Hogan! Yep, wrestling's come to the N64. Which is, you know, nice...

WCW vs NWO: WORLD TOUR			
Out now	64M	1-4 	
	Controller Pak back		
£55			



NWO

WHINES AND SPIRITS

As well as a dose of your best physical aggression, wrestling also calls on your deepest reserves of mental prowess. So, when taking part in a concentrated bout of fisticuffs, just keep half an eye on that narrow bar in the corner of the screen. This is your Spirit Meter and, as such, gives an idea as to how your mental state is shaping up.

It'll start off green but, depending on how you fare in the ring, could dip down to blue or up to red. When it's blue, your moves and reactions are slower and less effective. This situation normally arises when you're getting kicked into the ground by an opponent. However, when it surges up to red, your wrestler is feeling inspired and everything he does will reap bone-breaking dividends.

One thing to look out for: when things are going *really* well, your Spirit Meter will flash up the word 'Special'. This means, by holding the A button and waggling the analogue stick, you can pull off one of two special moves, either to the front or rear of your opponent. This is often the best way to finally get rid of a nigglesome opponent.



△ Don't EVER get back into the ring like this. Never turn your back on an opponent! Never!

◁ Mr Flair (in the groovy red gear) receiving a neck massage. Did age doesn't come gracefully, does it?

No wrestle for the wicked

WCW? NWO? DOA? IU? Eh?

WCW	NWO	DOA	IU
<p>Stands For: World Championship Wrestling.</p> <p>Info: Originally formed in 1948 as the National Wrestling Alliance and rattled along, playing to biggish audiences, before buying competitor league the UWF in 1987. And then the whole shebang was bought by Ted Turner, the rich American fatcat who owns news network CNN, a year later. In 1990 it became the WCW, at which point it was playing to live audiences of 20-25,000.</p> <p>Representative: Multi-award winning, lank-haired, I-look-like-your-Dad party animal Lex Luger. His pants have the American flag on them.</p> <p>Nugget: Rick Steiner is known as the "Dog Faced Gremlin" and when he finishes off an opponent he shouts, in a very loud voice, "Steinerised!" Then woofs. No, really.</p>	<p>Stands For: New World Order.</p> <p>Info: Every wrestler in the NWO used to be part of the WCW but got tired of making tonnes of money for other people (or something) and left to set up their own organisation. Now, they train hard, work hard and (wretch) play hard. Their ambition is to completely take over the WCW. Some people want to become astronauts, some want to take over the NWO. Each to his own, eh?</p> <p>Representative: "Hollywood" Hulk Hogan. Star of Thunder in Paradise and the crackingly witty space adventure Suburban Commando. Great.</p> <p>Nugget: When Hulk Hogan beat the Giant in Hog Wild '96 to win the WCW World Title in 1996, he took the belt and used a can of spray paint to rename it the NWO World Heavyweight Title. Whaddaguy.</p>	<p>Stands For: Dead or Alive.</p> <p>Info: Despite mostly heralding from foreign climes, the wrestlers of the DOA liken themselves to the outlaws of the Old West for no good reason other than they can. As fighters, most of them have done the business in pit fights and death matches, so they're a grizzled old bunch and, now, they've set up home in America, where they're waiting to be discovered by the Department of Immigration and sent home.</p> <p>Representative: Sumo Jo. He's Japanese, he's in America, what does he call his signature move? Pearl Harbour. Yeah, <i>subtle</i>.</p> <p>Nugget: Saladin used to be Afghanistan's top Secret Service agent and was once told to assassinate Mikhail Gorbachev. Hmm. Of <i>course</i> he was.</p>	<p>Stands For: Independent Union.</p> <p>Info: The IU are a group of blokes who answer to nobody, and fight how they want. And that fighting is... dangerous! Like the DOA, they're mostly foreign and clad in mysterious histories but, as fighters, they can prove worthy enough opponents, with a good few of them padded out around the belly, perfectly protecting themselves from midriff-style attacks.</p> <p>Representative: Black Ninja, who has only spoken once in his life. And that was to order some chicken chow mein and egg fried rice at the Bamboo Garden.</p> <p>Nugget: The Claw claims to be hundreds of years old and reckons he was born in Siberia in 1064AD. And then he woke up.</p>

Top Grunts

Look at all these wrestlers. Look at them! All different, all breathtakingly talentless and all fat. But how do you determine your Buff Bagwells from your Shaolins? And who would have who in an all out fight frenzy to the death? Grrrr...

Collect them all!

That's right! For this month only, be the envy of your friends with *all* the cards!



WCW World Championship Wrestling

LEX LUGER

Profile: Well-respected former figure who you'd think would be more at home with pipe and slippers and some Antiques Roadshow tapes than life-or-death spinal chord snaggage. But choose Luger and you've got an honest toiler, the sort of wrestler who'll always come up with the goods, bald patch or not.

Favourites: Torture Rack (Special, rear); Dynamic Bomb (hold A, Down and B).

8 / 10

Grrr Factor:

STING

Profile: Cerebral weirdo who carries a baseball bat round with him so he can whack people at will. His face paint makes him look like The Crow and, ironically, because he hardly ever speaks, when he does, he sounds a bit like a squawking old bird. Big, lumbering, difficult wrestler. An absolute winner *outside* the ring.

Favourites: German Suplex (Special, rear); Scorpion Death Lock (grab legs, tap A).

9 / 10

Grrr Factor:

GIANT

Profile: 25-year-old seven-foot freak Giant was the youngest ever wrestler to win a WCW competition when he triumphed at the WCW World War 3 and it's easy to see why. He's a bit slow and stinks of parmesan but has two devastating specials and, once in control, is one of the quickest finishers in the game.

Favourites: Choke Slam (Special, front); Ham Bone (Up and tap B when close to opponent).

9 / 10

Grrr Factor:

SCOTT STEINER


Profile: Impressively average wrestler Scott Steiner has never won anything but continues "Steinerised!" at regular intervals nonetheless. His belly is huge and can be used to barge opponents (especially when coming off the ropes) but get a few hits in on him and he takes ages to recover.

Favourites: Grapple Doctor Bomb (Special, rear); Ricky Kick (Up and tap B).

4 / 10

Grrr Factor:

RICK STEINER

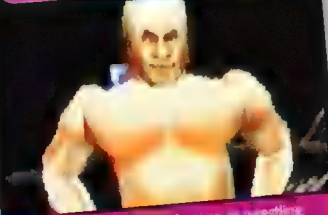


Profile: Dog Faced Gremlin looks exactly like his brother except for a beard which he draws on with a marker pen. He also wears a dog collar and head gear to prevent his neck and ears from falling off. He's a slightly better all-rounder than his brother but both Steiners come into their own when teamed together in Tag mode.

Favourites: Power Bomb (Special, front); Power Slam (A, Down, Up and tap A).

Grrr Factor: 5/10

RIC FLAIR




Profile: Flair is super famous in wrestling circles having clocked up 13 world championships and more pants than Mark and Sparks. Bizarrely nicknamed 'Nature Boy' for some reason, he continues to battle it out for the WCW and, as a wrestler, is perfect for the first-time player, thanks to a tidy blend of specials and grapples.

Favourites: Sucker Punch (Special, front); Manhattan Drop (hold A, Down, Up, hold A).

Grrr Factor: 7/10

ULTIMO DRAGON




Profile: Born in Japan, raised in Mexico and now living in America, Ultimo Dragon is the only wrestler to have ever held nine belts at the same time. He might look ludicrous, but apart from some apocalyptic halitosis he's a great wrestler and all-round good guy, particularly when it comes to kicking and using the ropes.

Favourites: La Mahistra (Special, rear); Tombstone (hold A, then Down, then A).

Grrr Factor: 8/10

DEAN MALENKO




Profile: Coming from a wrestling family (his Dad, Boris, battled it out in the NWA in the '60s), Deano knows a thing or two about mat-based grappling. So when opponents are on the floor, Malenko is unstoppable with attacks oozing from his every crevice. Not spectacular, but top notch at the basics.

Favourites: Tiger Suplex (Special, rear); Small Package Press (hold A, press Down and B).

Grrr Factor: 7/10

EDDY GUERRERO

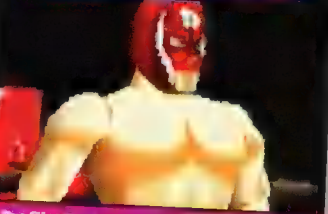


Profile: Eddy, or Edy as his friends like to call him, originates from El Paso, Texas and stakes claims to being hotter than a rattlesnake in the sun. Presumably, though, he doesn't bite his opponents and poison them with a deadly venom. His textbook aerial attacks are well documented and this is the best way to make use of him.

Favourites: Frog Splash (down when opponents floored); DJ Bomb (Special, front).

Grrr Factor: 7/10

REY MYSTERIO JR

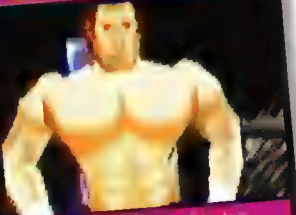


Profile: Cruiserweight champion Mysterio is the most acrobatic of the WCW wrestlers, leaping about the ring like he's experiencing a nasty ferret incident. It's a ploy, though, that works a treat with many of his leap-friendly moves tearing into opponents' Spirit Meters. He's also good off the ropes. And has a nice mask.

Favourites: Hurricanrana Pin (hold A, Down and B); Power Jack (Special, front).

Grrr Factor: 8/10

CHRIS BENOIT




Profile: Chris, nicknamed the 'Crippler' because when he's losing he pretends to be an invalid, has quickly earned the respect of his fellow competitors through a stand-up routine he learnt from Cornish funnyman lethro. He's one of the quickest wrestlers around and his moves, when piled together, are some of the most devastating.

Favourites: Boston Crab (move near legs, tap A); Bull Nelson Suplex (Special, rear).

Grrr Factor: 8/10

STEVEN REGAL




Profile: After a fan told him he "stank of poo and wee", Steven Regal opted to shun his followers, telling his fellow wrestlers that being the best grappler in WCW was his birthright. It hasn't won him many friends but luckily he had very few before. In all honesty, one of the worst fighters in the game. Regal? Retard!

Favourites: Regal Stretch (move near legs and press A); Power Bomb (Special, front).

Grrr Factor: 4/10

NWO New World Order

HOLLYWOOD HULK HOGAN



Profile: A character who is the most famous wrestler in the world, Hulk (real name: Spawntin) has earned every major accolade in the book as being 'Actor Most Chiropractic for Suburban'. At 44 years old, his moves are as hearty as ever and his muscles are more than up to the American dream. Also bloke.

Favourites: Choke Slam (Special, front); Choke Slam (hold A).

Grrr Factor: 9/10

"STING"




Profile: Not to be confused with the real one who turns out, of a... for the WCW... (note the... is the wrestler who... to be Cobra. However, in a... turn of events, the... to rename himself to take the mickey out of the real Sting. Much... ensued. Also... the...)

Favourites: Devil's Elbow (move near head then A); German Suplex (Special, rear).

Grrr Factor: 4/10

BUFF BAGWELL




Profile: ... the WCW's golden boy ... clocking ... Rookie of the Year ... World Tag Team titles ... his time. But ... as ... as ... changed his name from Maris to, em, ... the NWO ... as ... wrestler with a good fisherman's net ... of moves. One ... the best.

Favourites: Doctor Bomb (Special, rear); Manhattan Drop (hold A, then Up, A).

Grrr Factor: 8/10

ERIC BISCHOFF




Profile: After working as Vice President for WCW, Eric ... it ... to join the NWO. ... he wears ... T-shirt in every bout, ... rumours that this is ... his ... legs. An idie but a ... Eric ... hasn't ...)

Favourites: ... (Special, rear); Face Rake (hold A, then Up, and A).

Grrr Factor: 7/10



SCOTT NORTON




Profile: Admired by his fellow Cruiser and fellow impostor, Scott was once mistaken for a real wrestler. He quit and returned to the ring only when the real Scott's authority was challenged. He's an expert user of his own body.

Favourites: Bomb (Special, front)

Grrr Factor: 6/10

KEVIN NASH




Profile: One of the founding members of the NWO, Nash originally has a series of losses. He first suggested to Hulk Hogan that acting might be a good idea. He then started to imitate Hulk Hogan's wrestling (where he has marks in the face) and started to go in a direction to take a typically stupid.

Favourites: Bomb (Special, front)

Grrr Factor: 8/10

SCOTT HALL

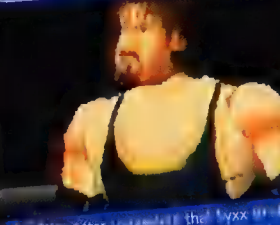


Profile: Known to this: That's Scott! he's got the one that one that eh? Hall was truly the bloke who came up with the idea of the NWO, originally with the idea to stand in "Nice Wrestling" (which was a bit of a power) and doesn't have that.

Favourites: Bomb (Special, front)

Grrr Factor: 8/10

SYXX



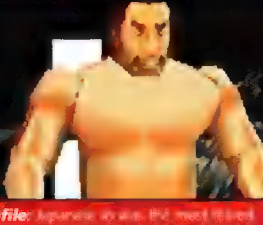
Profile: After spending the Syxx month of vomit in the month from his manager telling us that, if we said it might help our ass. He's a real one. He's got the belt in Tae Kwon Do and he's got the belt in Tae Kwon Do. He's got the belt in Tae Kwon Do. He's got the belt in Tae Kwon Do.

Favourites: Bomb (Special, front)

Grrr Factor: 7/10

DOA **Dead or Alive**

SUMO JO




Profile: Japanese in his 3rd month, Sumo Jo is a wrestler to ever emerge from the Far East, having dispatched every opponent that ever challenged him. His fighting style is unique: his hands aren't doing the business, he machine guns his opponents to death and back. A deadly, ferocious wrestler and a tireless campaigner for the RSPCA.

Favourites: Bomb (Special, front)

Grrr Factor: 8/10

KIM CHEE




Profile: Emigrating from Korea, Kim Chee (nicknamed Chee Chew Margery) grew by his parents. He is a veteran of pit fighting and Death matches. His fighting style is akin to that of a small field rodent and, at 6'11", he's officially the tallest man in his house. His fighting style is erratic but effective and, though he looks fat, he only weighs two stone.

Favourites: Bomb (Special, front)

Grrr Factor: 7/10

BLACKHEART




Profile: A minor American whose real name is Tango, Tango, Alpha Lima, Foxtrot. Blackheart learnt his trade the hard way: by pushing one hapless opponent after another. He joined the DOA when his teepee blew up in a freak ballooning accident and now has houses in Dallas, New York, Lake Michigan and Moss Side.

Favourites: Bomb (Special, front)

Grrr Factor: 7/10

PUCHTECA

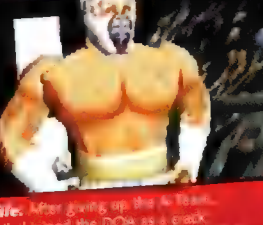


Profile: Oddly named Puchteca hasn't won many fights thanks to his cold, calculating fighting style, which combines the best of Brazilian capoeira, Mexican maras de muerte and French saucisson de vin. He's a blistering wrestler, perhaps the best in the DOA, and has been known to sport purple pants in public.

Favourites: Bomb (Special, front)

Grrr Factor: 9/10

HANNIBAL




Profile: After giving up the Air Task, Hannibal joined the DOA as a crack commando, pulverising opponents with his makeshift fighting style that often involved making death traps from a small piece of cheese and an empty can of Castrol GTX. He just loves it when a plan comes together.

Favourites: Bomb (Special, front)

Grrr Factor: 6/10

POWDER KEG

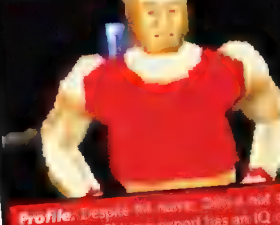


Profile: Perhaps the fittest man in the world, Powder Keg comes from Kentucky and his hobbies are bone breaking, head smashing and Airix. Famously, his feet are so big that he has to wear clown's shoes, but don't let that fool you. Powder Keg answers to no one! Except his Mum who he still lives with. He is 47.

Favourites: Bomb (Special, front)

Grrr Factor: 7/10

DIM SUM




Profile: Despite his name, Dim Sum is not stupid. Indeed, this Chinese export has an IQ of 147 and was once trained as a government "weapon of war", before leaving and being "shucked out of his homeland". He now fights his own private war thanks to a huge collection of plastic soldiers and an antique tank he bought in a \$1 store in Seattle.

Favourites: Bomb (Special, front)

Grrr Factor: 7/10

SALADIN



Profile: Once a Secret Service operative, Saladin is renowned for saying very much instead, he does his talking in the ring using opponents' copiously with his expert manoeuvres. He's a solid fighter and now, apparently, works for the CIA, revealing all the inside secrets. As he performs his duties as the Tea Boy.

Favourites: Bomb (Special, front)

Grrr Factor: 8/10

Wrestle with this

And there's more to this wrestling lark than just bashing bellies you know...

Any old iron bar

When fights bleed outside the ring, your wrestlers can call on the power of the slightly-illegal-but-always-amusing power of various out-of-ring pieces of furniture. Sting is a definite beneficiary of this as, when he reaches off screen, he always brings back a steaming great baseball bat. Hulk Hogan, similarly, always seems to be adorned with a chair. But remember, you only have a limited time outside the ring (the default setting is 20 seconds) so it's best to deck your opponent as close to the end of the time limit as you can and then jump back

into the ring. They'll then be counted out leaving you to lap up the plaudits.

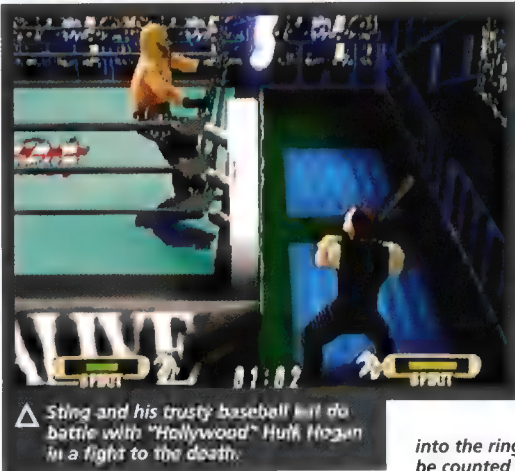
And I would have got away with it...

Every wrestler in the game who hides behind the multi-coloured delights of a mask can have their true identities exposed in Scooby Doo-style. Basically, you'll need to choose a grappler with an eye gouging move, so someone like Eric Bischoff or Rick Steiner, and then make certain your opponent has been beaten to within an inch of his life. If his Spirit Meter is flashing green or blue then this is a perfect time. Get him into a submission hold, most wrestler's have these in abundance and, if you're

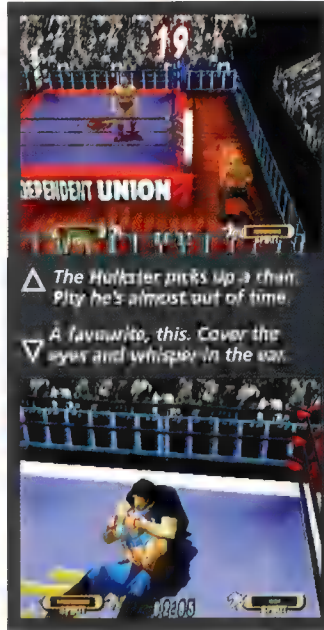
not certain, just try pressing A and pull off the old eye gouger. Your opponent will now curse you for being the pesky kid you are.

Who's the boss?

In all four federations there's a League Challenge and, once you've worked your way to the final, you'll be faced with the awe-inspiring prospect of taking on one of four super-famous wrestlers. Surprisingly, the WCW and NWO competitions are fairly simple to battle through and the geezers at the end are "Macho Man" Randy Savage and Diamond Dallas Page, both of whom you get to play as if you win the final. The DOA and IU competitions, though, are quite a bit harder but the rewards are the shapely sights of Glacier and Wrath. And, when you've accessed all four bosses, a further mode called 'Whole World Wrestling' appears and you can play as boxer Joe Bruiser or spiderwoman Black Widow. See, it was worth it. Sort of.

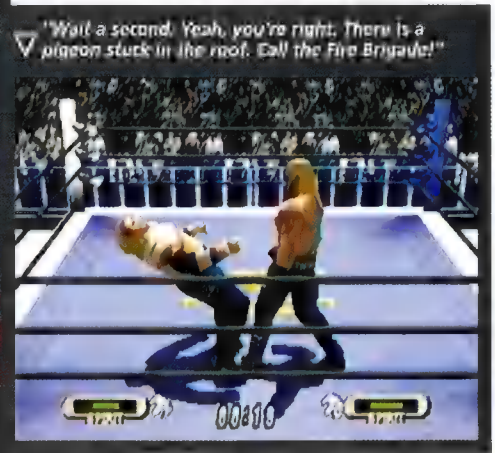


△ Sting and his trusty baseball bat do battle with "Hollywood" Hulk Hogan in a fight to the death.



△ The Hulkster picks up a chair. Pity he's almost out of time.

▽ A favourite, this. Cover the eyes and whisper in the ear.



▽ "Wait a second. Yeah, you're right. There is a pigeon stuck in the roof. Call the Fire Brigade!"

ALI BABA

Profile: Once a prisoner in a desert island penal colony, Ali Baba found his love in fighting in death matches staged by the inhumane warden. He then escaped and swam 18 miles to freedom. American customs then welcomed him in with open arms. Still in his early twenties, Ali Baba is a young gal.

Favourites: Barbarian Bomb (Special, rear); Camel Clutch (move, rear); Head Press (A).

Grrr Factor: ~~7~~ / 10

IU Independent Union

BLACK NINJA

Profile: Having only ever spoken once, Black Ninja unsurprisingly doesn't get asked to very many parties, but, according to legend, he's been trained since birth in the customs and practices of the Ninja art which require him not to speak. However, reports suggest he's an expert at making hilarious farting noises with his armpits.

Favourites: Spirit Press (Special, rear); Ninja DDT (hold A and B).

Grrr Factor: ~~8~~ / 10

SHAOLIN

Profile: Previously a Monk, Shaolin broke his vows and escaped from an isolated Tibetan monastery when he realised he wasn't likely to get much in the way of fighting action. Now, as a member of the IU, he does what he wants, when he wants and has built a reputation as an unthinkably heartless competitor. He has two kittens.

Favourites: Shaolin Kick (Up, hold B); Master Lee's Backflip Press (Special, rear).

Grrr Factor: ~~6~~ / 10

THE UNKNOWN

Profile: After his father, Brian, christened him The, The Unknown left home to become a pit fighter. Joining the IU, he built a reputation for himself as a calm, collected individual but one that was capable of sudden, near-homicidal rage. So, in order to quash this, whenever he gets in a pique, his Mum appears and says, "Ooh temper".

Favourites: Rampage Rocker ((hold A, down and B); Lunatic Fling (Special, rear).

Grrr Factor: ~~9~~ / 10

THE CLAW

Profile: With over 900 years of death matches behind him, it's little wonder The Claw believes himself to be unstoppable. Apparently born in 1064, he's now shackled up in New Mexico, furiously denying rumours that his house is part of a retirement complex. His gross pension withdrawal now stands at £750,000.

Favourites: Muerte Grip (hold A, up, hold A); Aeon Slam (Special, front).

Grrr Factor: ~~7~~ / 10



<p>BLACK BELT</p>  <p>Profile: A former Green Beret, dispatched after murdering a few too many people, Black Belt lives in the Florida swamps with a goat called Lionel. He's aggressive and cruel and enjoys the sight of bloodletting but, when he's not shopping at K-Mart, he enjoys fell walking and fishing. His real name is Kevin.</p> <p>Favourites: Florida Flip (hold A and B); Commando Crunch (Special, front).</p> <p>Grrr Factor: $\frac{5}{10}$</p>	<p>PACOLOCO</p>  <p>Profile: Quick, strong and agile, and a real favourite among wrestling fans, PacoLoco is a graduate from the school of hard knocks. Growing up in downtown LA, he learnt to wrestle by taking on homeys and wideboys in da hood and, after he'd robbed enough convenience stores, moved to Atlanta and the wrestling federation.</p> <p>Favourites: Barrio Bomb (Special, rear); Chicken Wing Throw (tap A and B).</p> <p>Grrr Factor: $\frac{7}{10}$</p>	<p>SHAMAN</p>  <p>Profile: A formidable opponent, Shaman is fast, strong and packed full of stamina. But he's also well respected as a bit of a softy, breaking the legs of his opponents then calling an ambulance for them. He runs an animal hospital and owns a ranch in Arizona which he uses to reintroduce nearly extinct animals back into the wild.</p> <p>Favourites: Shaman Spike (hold A, down then A); Spirit Slam (Special, front).</p> <p>Grrr Factor: $\frac{9}{10}$</p>	<p>MASTER FUJI</p>  <p>Profile: Master Fuji, a steaming great Japanese chemical spillage of a man, has had years of wrestling experience and looks as old as the hills. But, in fact, he's a quick-witted, intelligent thinker who can destroy buildings with his famed Fuji Bomb move, caring little for material things. He lives in a mansion in Beverly Hills and has 15 cars.</p> <p>Favourites: Fuji Bomb (Special, rear); Mountain Splitter (hold A, up then B).</p> <p>Grrr Factor: $\frac{7}{10}$</p>
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BEEF COMBO
Want to know the quickest way to defeat an opponent? Well, it's all about combining those moves. Here, then, is a step-by-step...

Step One: Get to your opponent before he gets to you and attack him as quickly as possible. The best move is probably to deck him close to the ropes.

Step Two: Keep at him until he's back up against the ropes. If you get one more hit in on him he'll get knocked out of the ring and onto apron. (Technical term, that.)

Step Three: Wait for your opponent to walk back towards the ring. Don't, whatever you do, run out after him. When he gets close, grapple him and bring him back over the ropes and into the ring.

Step Four: Immediately let him try one of your submission holds on for size or, even better, a special move. These should be fairly straightforward to pull off.

Step Five: Wait for your opponent to stand then, carefully, hit him hard in the face so he falls back down again.

Step Six: Stick him into another submission hold and keep an eye on his Spirit Meter. If it's in the blue (which it should be) pin him down. 1... 2... 3...



It's not easy getting excited about wrestling. Especially as, to the untrained eye, it just looks like an excuse for a couple of fat blokes to slap the living bejeebers out of each other. But to the trained eye, to the wrestling expert, it's so much more than that.

It's about punching your opponent repeatedly in the face, or in the groin, knocking him to the floor, sitting on his back and pulling his legs back until their kneecaps snap. Or, at the very least, ache a bit. Then, if that's not enough, it's about lifting him up, so that his legs are facing up towards the ceiling, and then dropping him onto his back, or head, and then lying on him until the referee counts to three.

Right. So, it's not *much* more than a couple of fat blokes slapping the living bejeebers out of each other. But at least WCW vs NWO is an accurate adaption of the 'sport', wheeling out four federations, and the 37 fighters therein, and a wealth of moves for each grappler. And for those with a passion for wrestling it's perfect. (Though, for those without such a fervent appetite, it's probably not quite as exciting.)

Anyone familiar with WCW vs The World on the PlayStation will immediately feel at home in WCW vs NWO. The 32-bit incarnation is a sort of prologue to this, with some minor changes made to the one-player bouts but, more significantly, four-player Tag and Battle Royale modes added on, keeping with Nintendo's unwritten rule of four-playerness at every turn.

And the whole package is surprisingly slick. The animation on the wrestlers is excellent and their range of moves, whether you use them all or not (which you won't), does at least mean there's something for you to work towards. (Even if it is a Triple Suplex.) And, by wagging the analogue stick, you can also have your wrestler bait the crowd with a slinky special look-at-my-muscles manoeuvre.

Options-wise, there's very little else that WCW vs NWO could have included. Choosing from an Exhibition, League or Tournament Challenge, each of which is split into three different weight categories and spread across the four federations (WCW, NWO, DOA and IU), there's everything from a knockout competition to a premier league for pro wrestling.

Right. But, there're a few problems. Single bouts, for starters, can go on for anything up to 20 minutes (more if you choose). Perhaps this would have been acceptable if the diversity in moves had been more spectacular, but one often appears disappointingly similar to another, leaving you to tap away at all the buttons in the vain hope something will come along with a little more potency.

Following on from that, quite a lot of the time your various button pushes don't seem to do anything at all. Consequently, you're left to tap away at the same buttons, sticking to what you know works. And this, combined with such an expansive time limit, means proceedings soon descend into tedium.

The problem WCW vs NWO has is that it's not, strictly speaking, a beat-'em-up and therefore possesses none of those qualities that the likes of Tekken, or Street Fighter, or Soul Blade, or even Mace have.

To begin with, a good beat-'em-up requires a certain level of commitment in order for you to master its challenge. In WCW vs NWO, however, you can win at least two of the competitions by using just



A five step wrestling plan

Introduced by "Hollywood" Hulk Hogan

Hi, kids. "Hollywood" Hulk, here. I've got two things to say to you today. Firstly, don't try any of these moves at home. You might not mind crushing your skull on your Mom and Dad's best glass-topped coffee table but do you know how much they paid for that down at Habitat? And, secondly, don't take drugs! Right, here's some favourite wrestling moves I've picked up over the years...



Move 1: Elbow drop

This is one of the classic wrestling manoeuvres. Basically, wait until your opponent is lying in a crumpled heap on the floor, facing down into the mat, then tap B. You'll now drop down, elbows ahoy, and stick a sharp blow into the back of his neck.

Move 2: Stomp

"Sting" uses this one and has got it off to a tee. Really and honestly it's a two-a-penny move but - hey! - it'll give 'em a nose bleed. If your opponent is lying on the mat, face up, tap B and you'll stomp your boot into his face. Harsh but fair, I would say.



Move 3: Clothesline

A real good 'un, this. If you're looking for an expert, try Powder Keg. But don't get too close! He's just been fumigated. Anyway, try tossing your opponent up against the ropes and, as he comes back at you, tap Up and hold B. He'll get an arm, neck-height.

Move 4: Shoulder breaker

Right, now for something a bit more complicated. You'll need to be in control for this one and my mate Kev Nash leads by example. Simply face your opponent and press A, Down then A. And the best thing is, his shoulder *will* actually break!

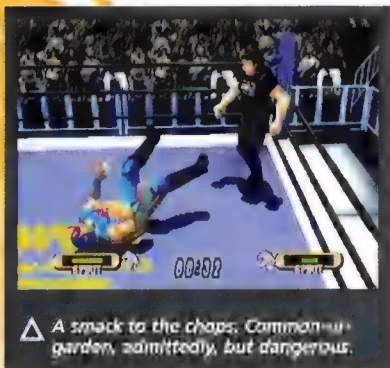


Move 5: Choke hold

Okay. You'll need to be finishing them off now, so how about a little something special? Yep, you guessed it, a *special* move! Ha! Get to the head of your opponent, hold A and waggle the analogue. Now watch them turn green. See you soon, kids!

ROPEY OLD MOVES

To stay on the top rope for longer than you're usually allowed, simply hold the A button. Start holding it when you're climbing the ropes (making sure it's the first and only button you press as you do so) then keep holding whilst you're up there. This is perfect when your opponent isn't in quite the right position on the mat. And, remember, if you do jump off and miss him, you'll knock your Spirit Meter down a peg or two. Oh, and to jump off just let go of A. Nice, then.



▲ A smack to the chops. Common in garden, admittedly, but dangerous.

a couple of punching and kicking variants. Of course, you can leap from the ropes, or head drop your opponent to spice things up a bit, but why bother when there's a winning formula and it requires half the effort?

Secondly, there's none of the speed or agility of your average beat-'em-up hero in any of the wrestlers. Rather, the game chugs along at the same leisurely pace throughout, with every wrestler moving at the same speed (and all appearing to skate around). And, when you do execute a tasty move, things don't really hot up as you'd expect them to. They just return to the Sunday afternoon stroll it was before.

And so, ultimately, those doubting whether wrestling could sustain their interest will look at this and only further be convinced. It's not that it's untidy, or badly programmed, as it's neither of these. But, what *WCW vs NWO* is, is a slow and quite often tedious fighting game. Acceptable, technically accomplished but never anything more than that. The foundations are in place, it just needs a little work.

TIM WEAVER

7 VISUALS

Disappointing collision detection but, otherwise, a quality polygonal outing.

6 SOUNDS

Good crowd FX and terrible music that plays *all the time*.

6 MASTERY

Never threatens to push the N64 anywhere close to its limits. Although, commendably, it handles four-player action with some ease.

7 LIFESPAN

Behind the scenes there's loads to trawl through but not enough to keep you returning.

VERDICT

For those keyed into wrestling this is the definitive console outing. But, for the rest of us, this is a diverting, accomplished game but one without enough energy or excitement.

70%



"Nul points" for style here, by the looks of it. And a bad knee.

The graphics are, as you can see here, admirably detailed.

The half pipe is about as exciting as a plate of spaghetti. Those spectators are cardboard cut-outs.

And the slalom isn't a patch on Snubow Kids.

NAGANO WINTER OLYMPICS

Chillingly, Konami's winter offering turns out to be more a case of Naga-nooooo!

For as long as there've been games consoles, there've been Winter Olympics games. And they've all taken exactly the same approach: each event is 'simulated' as accurately as possible, with you trying to win gold medals by jumping further, skiing faster and somersaulting more impressively than your CPU or human opponents.

Konami have seen no reason to abandon this tradition, so they've designed Nagano as ten individual games in one,

each simulating a different Olympic event with all the 3D graphical prowess the N64 can muster. You can tackle single events one at a time, play seven of them in a row as a championship, or get up to three friends together and take it in turns to play that same championship.

So the question is: just what are those events? Oh – and, of course, are they fun?



Nagano Winter Olympics			
KONAMI			
February	64M	1-4	
	Controller Pak	Cartridge back	Rumble Pak
ETBA			

...?
To accompany our review cart, Konami arranged some photos of fiddle 'The Eagle' Edwards, who was briefly famous a few years ago for being crap. But 'how' he seeing what he's doing?

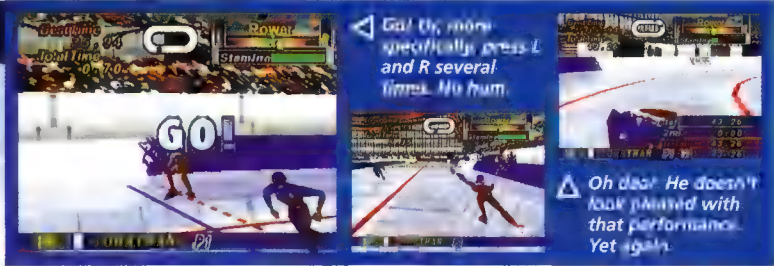


Speed Skating

A duel against a computer-controlled skater to see who can do a lap of the rink the fastest.

What you must do: Tap L and R rhythmically to move your skater's legs. Too fast and you'll run out of stamina before the finish; too slow and you'll lose. So do it at just the right speed, then.

The effect: Bring along a book to read as you're playing. Or at least make sure there's a nearby window to look out of.



Freestyle skiing, aerials

Ski up a ramp and do a series of elaborate somersaults and twists before landing neatly.

What you must do: Choose a routine before you start. Then press A as fast as possible as you go up a ramp, and B before you land.

The effect: Tim and Andrea fell asleep, James started picking bits of stuffing out of his seat cushion, and Jonathan snapped a pencil.



Luge

Arse meets ice (sorry) as you zoom feet first down a frozen chute.

What you must do: Press L and R a lot to get up to speed. Then lie back and nudge left and right occasionally till you reach the bottom.

The effect: We thought the N64's feared 'fuzz' was making a comeback, until we realised our eyes had glazed over.



Bobsleigh

blokes in a sledge zoom down that same chute.

What you must do: Press A a lot to get a run up, and B four times to make your blokes hop in. Then study your fingernails for a while as your bobsleigh builds up speed, nudging the joystick slightly to stop it falling over on sharp corners.

The effect: Doing the bobsleigh made us feel physically sick with boredom.

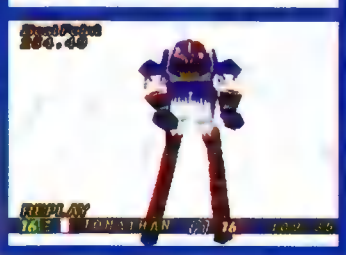


Curling

It's bowls (i.e., the game played by white-haired people in white V-neck pullovers), but on ice.

What you must do: Aim your 'stones' at the 'rings' drawn at the far end of the 'house' using the 'joystick'. Adjust the spin using B. And launch it with A. Then keep pressing A to make two blokes with brushes sweep the ice in front of the stone as it slides along.





▲ Nimby: A real adrenaline-jumper here and no mistake.
 ▲ Don't forget to wrap up warm and take a flask of tea.

- TOP 5 THINGS TO DO IN WINTER THAT ARE MORE FUN THAN THIS**
1. Make a snowman.
 2. Buy a new scarf.
 3. Put a snowball in the freezer to surprise someone in the summer.
 4. Scratch your nose.
 5. Look out of the window.

Nagano looks superb, as you'd expect a Konami game to. It looks, in fact, almost as if you're actually there in Nagano, halfway up a mountain, in the snow. The camera pans around to show crowd-filled stadiums, pine trees and ski lifts, and then zooms in on your bloke, who's anatomically correct (apart from having bosoms on his back, oddly). The animation is all great, and everything moves smoothly, with no slowdown. And yet, *Nagano* is the most knuckle-gnawingly tedious game any of us here at N64 Magazine have played in our entire lives. What's gone wrong? I've given it some thought, and come up with three areas of concern:

for a bit and land is impressive. Watching another bloke do the same thing is markedly less interesting. And watching a third bloke do it is impossible: the urge to run away and hide under the bed is irresistible. And, sadly, despite Konami's best efforts to involve you in the action, and make you feel you actually are that bloke, all you're really doing is watching. The same goes for half-pipes, bobsleighs, the luge, and speed skating. Curling, meanwhile, could never possibly be interesting, whether you're doing it or not.

In fact, the only winter sports events that are interesting to watch are downhill skiing and snowboarding, because they're fast and people fall over occasionally. Stick them on the N64, and add in some high-speed 3D graphics that give a genuinely scary sensation of motion, and you've got the only two events in *Nagano* that're any fun. (Even if flags are often too pixelly to make out against the horizon until it's too late to steer through them.) (And the snowboarding is too slow.)

And, of course, most winter sports are solo events, and translate into N64-o-vision as a single bloke doing something in a large expanse of snow. Most of the best games, on the other hand, have other characters for you to 'interact with'.

1. Unless you're actually doing them, most real-life Winter Olympics events are extremely dull. Watching a bloke go very fast down a ramp, jump off the end, fly through the air

2. You're doing the same thing again and again. It's amazing how quickly *Nagano* starts to feel repetitive. Although there are 12

events, lots of them are dubiously similar to one another, and many only last for a few seconds. So you've seen everything the game's got to offer within minutes, whereupon it's a case of going through it over and over again. Or finding something more interesting to do.

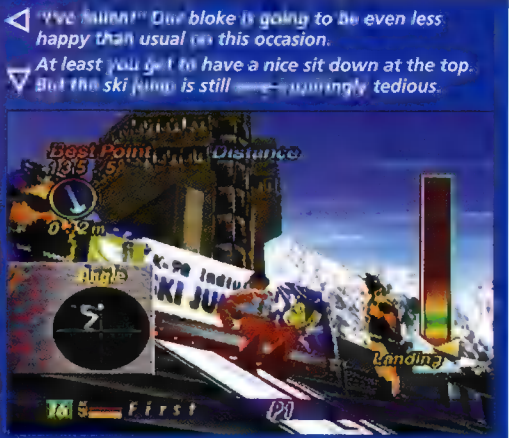
3. You just do what they tell you. There's no room for experimentation, exploration or discovery in *Nagano*. Success is merely a case of following the instructions as accurately as possible – pressing Up when you're supposed to, wagging the joystick when you're supposed to. In fact, in the speed skating you could manage without the graphics altogether, and just watch the little meter rocking from side to side while you're pressing L and R. The same goes for the half-pipe, where all you need to worry about is repeating a control combination as soon as it flashes up in the corner of the screen.

We tried playing single *Nagano* events until we were really good at them. We tried the seven-event championship mode. We tried multiplayer championships (in which, dismally, the same player goes first each time, and it doesn't tell you who's doing best after each event, and computer players generally win all the medals while your characters stand around shaking their heads). At no time – not even for a second – did we have any fun whatsoever.

What are Konami playing at? Why've they put all their effort into recreating Winter Olympic events as accurately as possible and completely forgotten about entertaining us? Why didn't they just concentrate on the more potentially exciting events? Why did they waste one of their best programming teams on this, when they could've had them working on *Contra Spirits 64* or *Axelay 64*? Who wants to curl on their N64?

Not many marks for *Nagano* at all, then, and most of those it does get are for looking nice. Bah.

JONATHAN DAVIES



▲ "I've fallen!" One bloke is going to be even less happy than usual on this occasion.
 ▼ At least you get to have a nice sit down at the top. But the ski jump is still awfully tedious.

7 VISUALS

3D, smooth and atmospheric. Although the flags are needlessly hard to see.

7 SOUNDS

All the sound effects and music you'd hope for. Yep.

5 MASTERY

Any console could do this, and it looks shallow next to top N64 games.

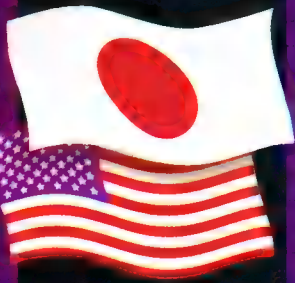
1 LIFESPAN

Becomes completely tedious the moment you press Start.

VERDICT

Beautiful but cripplingly dull. Konami need to regain their sense of fun pronto.

32%



From this page on, every game reviewed in N64 is only available on Japanese and US import. We'll do more in future issues on any that're released in the UK.

IMPORT ARENA

IMPORT



YOSHI'S

Gather round. Are you sitting comfortably? Then we'll begin...



▲ Giant, but thankfully benign, squishy monster.

Jump in this giant wheel and roll it hamster-like across the gully.

▽ A big knife bursts from the wall. Familiar to anyone?



▲ Hop on what appears to be a log and find out it's a giant collapsible face.

▽ Well on the way to a full 30 million high score. Super.



THRIVING MISS DAISY

In the top left of the screen, an eight-petaled flower monitors the current health status of your Yoshi. Bad things cause petals to fall off, whereas good things (normally eating) cause them to grow back. When all the petals have fallen off your flower – well, one more hit means it's game over – the game music goes super-sad, intentionally and slow-grow som. petals and the music spins back up as if the wheel on the slot machine has been switched one revolution.



A long time ago, in a country far far away away, a man by the name of Takashi Tezuka set out to make a computer game. Takashi worked for a giant games company loved by millions of people around the world. Every game this company released was expected to be the very latest and greatest thing available, bursting with new ideas and showing the world the way forward.

Takashi was a clever man, though. Rather than try to make his game a dazzling masterpiece of new technology, he chose to travel along a different road. Rather than try to create an all-new game style, he chose to re-use the elements used in great platform games of years past. Rather than create one of the newly fashionable 3D worlds, he stuck with the familiar two dimensions. Rather than make completion the aim of the game,

Takashi designed his title with replay value in mind. And finally, just to show that this strange new approach was deliberate (and not just laziness), he made his game the first to pretend not to be a computer game – his game was a children's story book.

And so it came to pass that some people cottoned on to what Takashi had tried to do and enjoyed his game for what it was. Unfortunately, there were others who missed the point, who complained that the game "was too short", "too easy", "old-fashioned" and "unimaginative." They had missed the point, Takashi ignored them and was pleased with what he had created.

That's the story of Yoshi's Story. It wasn't the game to sell Takashi's company 10 million more consoles, but it kept a smile on the many millions of the faithful. You can see why over the page.

Yoshi's Story			
NINTENDO			
●	Out now	128M	1
🇺🇸	March	Controller Pak	Cartridge back-up Rumble Pak
🇬🇧	April		
¥6800 (approx £36)			

GO! GO!

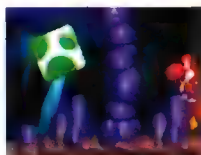
STORY



A ROUND HALF DOZEN

To help in his adventures, Yoshi can throw green and white Yoshi Eggs at his enemies or other destroyable things. The easiest way to pick up these eggs is to leap repeatedly under the green and white egg boxes, releasing one egg at a time. Once your Yoshi has picked up the eggs scattered from the box, they'll follow him conscientiously around the level until thrown at something.

Another useful way to pick up eggs is to lick up your enemies with your long extending Yoshi tongue. You'll get one egg for every enemy licked of a colour determined by the colour of the enemy you ate. If there's a gameplay subtlety to do with the colour of the eggs you use for certain things, then we've yet to find it.



Oi Marvin, what's going on?

It's that Koopa again. Despite a disastrous run of competitive form, he's still up to his old tricks and – for reasons best known to himself – the old giant fire-breathing turtle has imprisoned our six Yoshis in a pop-up story book. Well you would, wouldn't you. Anyway, our brave dinos have no choice but to pick themselves up and fight their way out.

As you start your gallant Yoshi-rescuing, Koopa's pop-up storybook opens up at its first page, allowing you to select your first level. Once you've beaten that, the page turns and the second page springs into life. In order to 'finish' the game and get a 'Happy End', you must complete a level from each of the six pages in the book. Six levels to complete? Your game value alarm bells may be ringing already.

However, the situation is not as it seems. Each of the six pages in Koopa's book has four levels contained on it. The only way to get access to these levels is to play through the others and find the secret hearts hidden around them somewhere. Six pages with four levels on each makes 24 levels and a sigh of relief all round.

The only other things to add to this set up are the bosses that occur after page three. You get a different version depending on which of the four levels you chose on that page and when added to Koopa at the end makes five different bosses in all. Super, like.



△ Each of the six pages in Koopa's Storybook opens up and unfolds beautifully. It's a great graphical touch for a menu.

Fighting fit

Our loveable little dinos have more than a few skills up their sleeves.

Eating

Controlled: With B, the longer you hold down, the further Yoshi's tongue shoots out.

Uses: Eating enemies, eating fruit, tongue-vaulting upwards using the red ! dots.



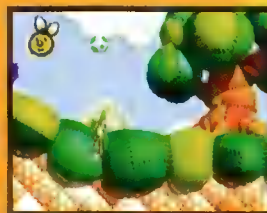
Sniffing

Controlled: By holding down R. **Uses:** The screen zooms in to Yoshi while the little fella has a good sniff around his environment. If there's something he likes close by, he'll let you know.



Jumping

Controlled: With A. Holding A produces longer jumps and continuing to hold it makes Yoshi run upwards in the air. You know, like Wile E Coyote. **Uses:** Vital for getting about. Two-stage leaping is important for reaching high places, and quick reactions with the jump button might just save you from a fall o' death.



Power diving

Controlled: Pressing A to jump then hauling down on the analogue. **Uses:** Breaking open puzzle boxes, dislodging enemies, fighting bosses.

Throwing

Controlled: With Z and the analogue. Holding down Z produces a crosshair which can be aimed with the analogue, releasing Z causes Yoshi to throw his egg. Pressing B cancels the throw. **Uses:** Bursting the bubbles around some fruit, killing enemies, blasting through removable blocks, fighting bosses.



Ducking

Controlled: Holding down on the analogue. **Uses:** Avoiding low flying monsters and low obstacles. Holding down and slightly forward and backward can make Yoshi shuffle forward while crouching down, which is surprisingly useful in some areas.



PAGE ONE

The Beginning

A walk in the park, really. The only possible excuse for dying on any of Page 1's levels is tripping accidentally down a death hole. Still, this is your chance to perfect your key Yoshi skills of licking, jumping, power diving and yellow rose bouncing.

FLOWER POWER

Two types of flower, both fun. The first is a fast-growing red daisy which will replenish your energy two petals at a time. These flowers usually grow near areas of high Yoshi harm.

The second type of flower is a yellowy rose-type variety. A quick lick of these will cause Yoshi to become an egg and a cursor to appear. A quick aim with the analogue stick can now see your friendly monster shot off into the air at frightening speed.



SONG WITH THE

Fancy singing along with the Yoshis between levels? Alright then, one, two, three, four:

We're getting there. Still a way to go, but we're getting happier. Still a way to go the Super Happy Tree.



Wake the slumbering continue points as you go.

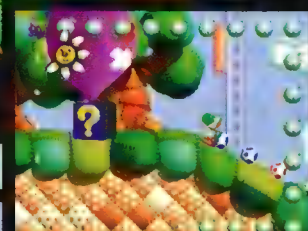


Eggs in bubbles need freeing by licking eggs at them.

Power diving by this elephant will upon him, allowing you past.



The question mark buttons allow you access to certain areas for a limited period.



Shoot the balloon thing on its elastoplast to get an extra melon.

Sub game ahoi! If you can carry this big stack of crates along a simple course, you'll win them all as melons.



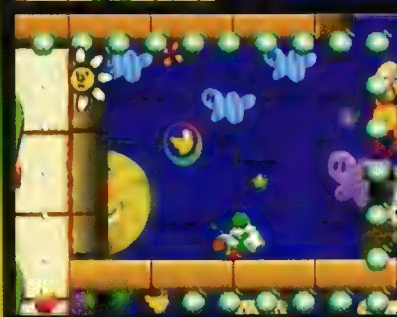
Shy guys on stilts. It makes them immune to licking.

The tricky clouds-on-rails section. Fall off and it's curtains.



Use your YOSHIS to climb from one red ! dot to another.

These awakened, continue points can be used as needed.



Take the thermal currents up to find this big bonus heart.

Can't find any more melons? You'll have to take some arbitrary fruit, then.



GO! GO!

RAINBOW OF FRUIT FLAVOURS

Complete a level? But how? It's all about fruit! plump juicy fleshy fruit! Yum. Around the sides of the game screen are 30 white dots. Each time Yoshi uses his tongue to gorge himself on an item of nature's tangy abundance, one dot is replaced with a fruit. When all 30 dots have been filled, it's the end of the level – as simple as that. Or is it?

Oh no. Every time you power-up your Yoshi cart, a slot-machine-sequence will choose your fruit of the day. One of the four main fruits – watermelons, bananas, apples or grapes – will be chosen and bestowing extra health-restoring powers to Yoshi. Similarly, each Yoshi colour has his own favourite fruit and similar health bonuses.

However the biggest fruit fact in the game revolves around the special cyan-coloured melons. With one of these you pick up is worth an extra hundred points to your end-of-level score. We reckon there are 10 hidden in every level and goodness-knows what happens if you should manage to eat every one.

PAGE TWO

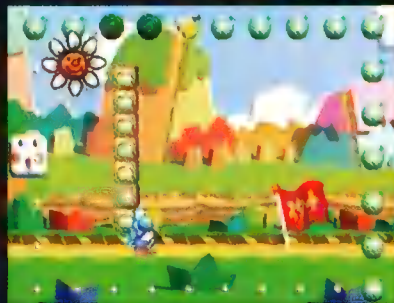
Underground

Page 2 takes a hellish turn and a distinctly subterranean feel. Although survival is never too much of a problem (despite the introduction of some fairly hefty monsters), the puzzles and hidden melons become a lot harder to crack. The sub games are harder too.



△ A three-headed, fire-breathing dino skeleton.

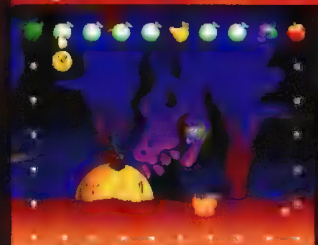
Shoot the floating bubble here to reveal a large black egg. Finish the level with it to hatch a black Yoshi.



△ This time the crate subgame includes a jump and some interfering shy guys. (Take them out before you start.)

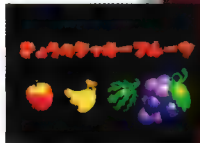


△ You can't kill him, only wait for him to sink down and jump over.



△ Roll this giant ball through the bubbling lava. Tricky.

Another melon game. Harder, but still a fairly easy seven fruit score.

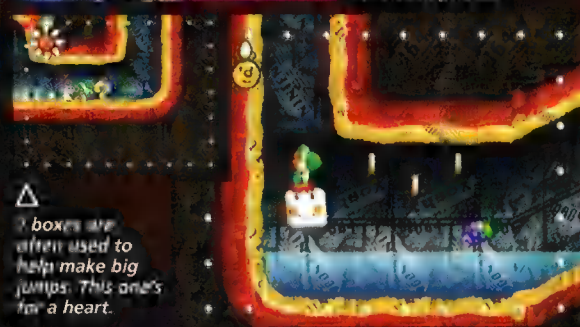


▽ Kill the purple slug thing to earn yourself a big heart.



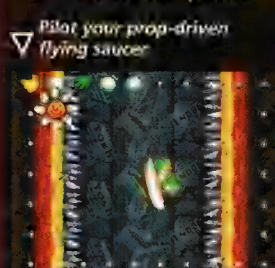
△ Haul down and slightly forward on the analogue to avoid the spikes.

▽ It looks like water but it behaves more like elastic plasma.



△ Boxes are often used to help make big jumps. This one's for a heart.

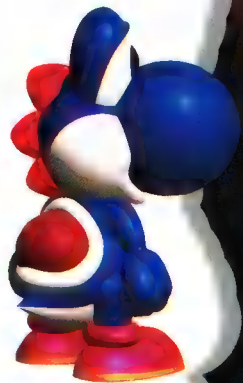
Hearts now start to appear in hard-to-reach places.



▽ Pilot your prop-driven flying saucer.



▽ Hop on a vapour trail to scale certain parts of this level. Be careful though, they only last for a moment.



PAGE THREE

Overground

Page 3 is loosely based on a cloud and snow theme and its third level sees Yoshi under attack from some super-fat killer canaries whilst bouncing off some enormous springs. Which is nice. Level 1's strange sky snakes are a highlight as well, along with its giant flying dragon. Something in the water in Kyoto, obviously.

WORD FOR WORD
The real story of Yoshi's Story? Here's a straight translation from the Japanese:

"One day, something strange happened to the island Yoshi lives on. It got sucked into a children's picturebook and trapped there. And someone stole the Super Happy Tree! So now Yoshi is very weak and can't do anything. And look! Baby Koopa is responsible for all the trouble.

"However, on an island a little way away, six Yoshi eggs hatched and all the baby Yoshis are just fine. They've only just been born but already they have a difficult time ahead of them. What can we do? Well, we'll make ourselves happy by eating lots of fruit and when we're happy, our world will return to normal. The last page of the storybook is Baby Koopa's castle and that's where he's got the Super Happy Tree. So let's go there and take it back!"



△ Ride the sky worms by jumping to change their direction.



△ The friendly dragon will take you for a ride.



△ Flying shy guys in a fruit-laden aerial armada.



△ Green sky worms go up and down, red ones double back on themselves.



△ Blue blocks can be destroyed with eggs.

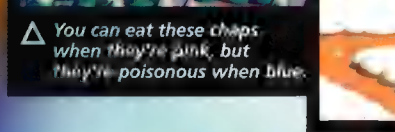
△ One of these pipes leads to a fruit sub game. But which one is it?



△ You can eat these chips when they're pink, but they're poisonous when blue.



△ The white chip following you will bring back a dead Yoshi if you finish the level with him.



△ Keep your balance on those beams while you aim your eggs. Instant death awaits below.



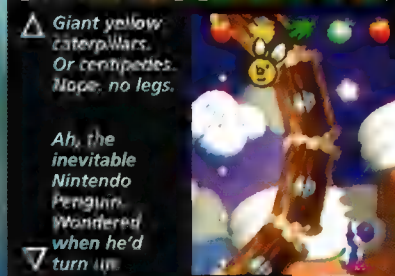
△ The shy guys throw petal-withering snowballs.

△ Seagulls with bombs. No it could happen.



△ Giant yellow caterpillars. Or centipedes. Nope, no legs.

△ Ah, the happy result of a successful sub game.



△ Ah, the inevitable Nintendo Penguin. Wondered when he'd turn up.



△ Attack of the killer fat canaries. This lot are a pain and they just keep coming.



LEARN JAPANESE!

No don't, it's very difficult. The main option screen for *Yoshi* has four options. The first takes you straight to the game, the second to the Challenge Mode, the third to the game options (clear memory, stereo/mono etc) and the fourth, a tutorial game showing you all the basics of *Yoshi* gaming.

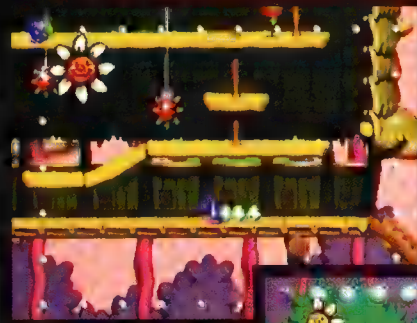
The Challenge Mode is, we'll wager, where most of your gaming ends up taking place. In this mode you can play any of the levels you've completed in the main game, with the express aim of getting ever better scores. Our *I'm the Best* section awaits your entries.



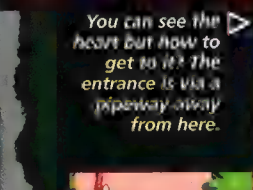
PAGE FOUR

Jungle

Best music of the game on Page 4? Well you can't beat a bit of fun-lam and shanling can you. Quite why the jungle is full of inflatable PVC pillows is a question only the chaps at Nintendo could answer authoritatively. Because they look nice?



Spiders on strings with erratic swinging behaviour. There are plenty of melons to be had, though.



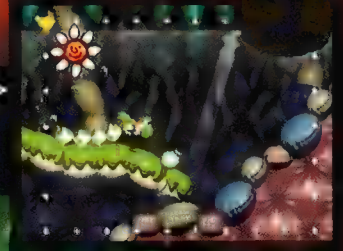
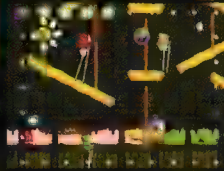
You can see the heart but how to get to it? The entrance is via a pipeway away from here.



Priority health here. Find a daisy and get blooming.



Knock these guys off their stilt with eggs before jumping up.



Underwater, Yoshi can swim for as long as he likes. Without air but he can't throw his eggs at enemies.



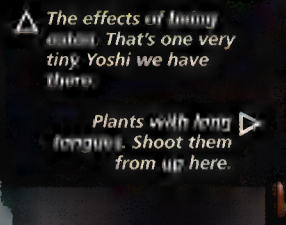
The fat lippled fish is instant death to any Yoshi unlucky enough to be swallowed. A ticklish box conundrum. Three melons is the aim.



A butterfly behaves in a very similar fashion to those daisy skeletons on Page 2. It's a bit of a swiz, in fact.



The effects of being eaten. That's one very tiny Yoshi we have there.



Plants with long tongues. Shoot them from up here.



Only one petal. Best to take the apple and have done with it.

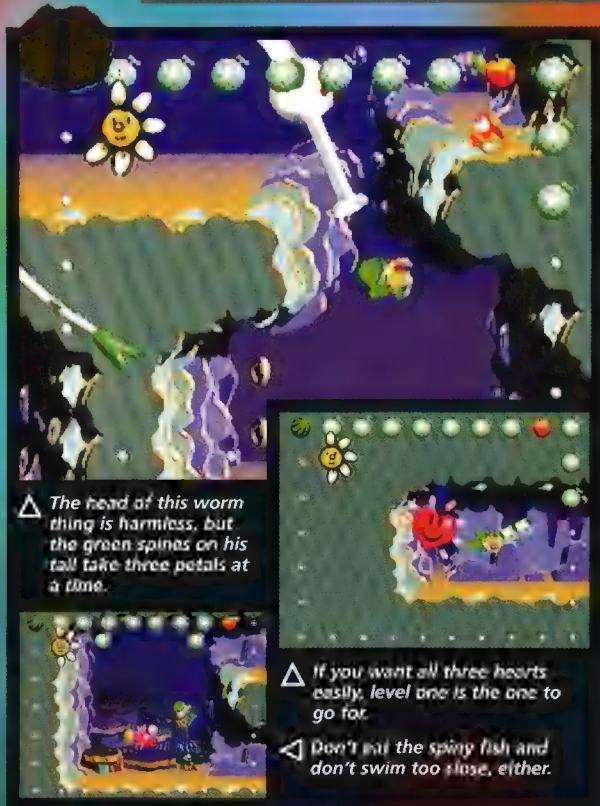
Power dive on the heads of these claps to squish them down and let you pass.

Shoot the melon but be quick with your tongue.

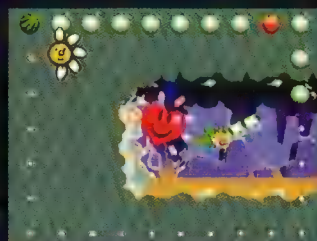


Underwater

Ah, the relaxing pull of the currents and the warm bath-like quality of the tropical water. Sit back and relax in a very gentle series of levels. And if you were eaten by the fat-lipped fish on Page 4, relax, there's nothing like that here. Yoshi doesn't even need an aqualung.



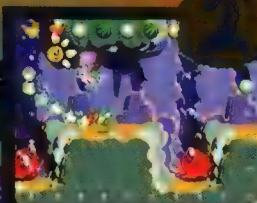
△ The head of this worm thing is harmless, but the green spines on his tail take three petals at a time.



△ If you want all three hearts easily, level one is the one to go for.

▽ Don't hit the spiny fish and don't swim too close, either.

Trailing eggs around underwater isn't a disadvantage, it's just not at all helpful.



▽ Dysters release a stream of Yoshi-hampering bubbles.

Those tentacles. Yes, you guessed it, they sting. That single melon now looks a lot harder.



TAKE HEART

Hidden in all the levels are big red, strangely singing, happily smiling bonus hearts. As the levels progress, they get harder and harder to find. There are three hearts to find on each level, and the number you get (plus one) corresponds to the number of levels you can choose to play on the next page of the storybook.



HA HAI I AM INVINCIBLE!

Collect six of the same fruit in a row and a little red heart will parachute down from the top of the screen. Slurping it up will furnish your Yoshi with about 20 seconds of invincibility as well as a heavy metal remix of whichever tune happens to be playing at the time. Rawk!



Hop up into the clouds to find this entrance to a sub-game. Don't know why Yoshi looks so puzzled.



△ A desperately un-tricky bit of puzzle-avoidance called for here.

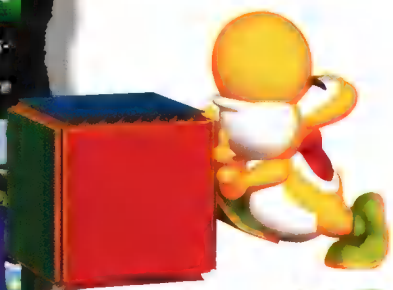
▽ Shy-Guy on pogo stick. EAT HIM!



△ Level four is for the stress-hungry. The pirate ship in the background fires those bombs.

△ Keep moving is the answer, but as for finding all the melons - tricky.

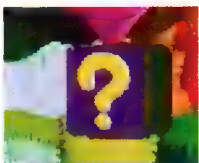
△ Cannons, seagulls, bubble fruits in your way. All we need now is for those fat canaries to turn up.



GO! GO!

MOVING CLEVER

Scattered around most of the levels are friendly blue boxes with big question marks on them. These boxes always lead to some kind of fruit bonus – be it a simple extra melon or an entrance to a whole new sub game – but the way you deal with them is different each time. Some require a simple power dive to break them open, some require moving to use as a step up to a higher ledge, and some seem to need coupling with a similar box to produce the desired effect.



FM THE BEST

Central to the replayability of *Yoshi* is its level-by-level scoring system. The most important aspect to achieving a big level score are the special melons mentioned above, but there are an intriguing four other criteria on the summary screen. Almost certainly included here are the hidden bonus hearts and the gold coins scattered liberally around each level. As for the rest, we're working on that.



PAGE SIX

Koopa's Castle

If hell had legs it would have run in here. The game's hardest four levels are, unsurprisingly, here at the end. It's still not too difficult to crawl through unbeaten, but as for getting a good proportion of melons... We'll be getting someone with a lot of time on their hands to do the tips.



△ Once the cogs start to turn, Yoshi has to run to stay on. Melons await, however.

△ Pressing here gives you a limited time to tongue-leap up to some melons.

△ Keep walking or slip off the side of these tumblers.

▽ More thermal action. You need to start from the top, though.

△ Buzz saws on railway tracks. Sticking your tongue out at them does not help at all.

▽ It's all in the timing but Yoshi's right to look worried. He'll need all the fruit he can get on his way up this section.

△ Eat the shy guy for an egg and then release the melon floating around in the middle. Simple.



△ While this rotating screw tries to send you backwards, you've got these spiky rock things to contend with.

△ It's the new Schimoo and his friends! Yoshi has to walk constantly to keep aboard.

△ Ah, made it to the top door. Time for a breather and a quick fruit cowit.

▽ A bouncing ball with teeth. Bit of a nightmare, really.

△ Red hot lava spews from pipes and drips around this level.

▽ The friendly dragon's back to guide you across the lava sea.



△ A rare chance to catch your breath. For the easiest of levels, this.

By nature, I do not like cuddly. Fluffy animals with endearing eyes leave me cold. Cartoons with loveable, hugable characters engaging in tales of stomach-churning pop morality leave me with a building, stomach-growing nausea. How much better would *Diddy Kong Racing* have been with eight half-decent characters instead of the furry travesty-fest we ended up with? At least one percent, I'd say.

However, Nintendo do seem to manage wonderful things with their diminutive lovable. And despite the fact that *Yoshi's Story* makes the Teletubbies seem like News at Ten and spares no opportunity at all to achieve maximum fluffiness, somehow it never induces the desire to hold a Yoshi up against a wall and shoot it. From your Yoshi's treasure-searching sniffing antics to the child-like singing between levels, *Yoshi's Story* will thaw the blackest of hearts.

Characterisation, of course, is only the surface sheen of a Nintendo game, and

Yoshi's Story is no exception. Every element of its game design fits together with a satisfying click. You know, while you're playing any of the 24 levels, that the game has been play tested to destruction. The hard bits have been finely judged, the hidden bits hidden with just enough of a clue, and the scope for practice and improvement is – as with *Starfox* – pleasingly wide.

However, where games like *GoldenEye*, *Starfox* and *Mario 64* are polished as well as original and innovative, *Yoshi's Story* is very obviously a re-tread of the SNES classic. Experienced gamers, those that have tucked away *Yoshi's Island* and a couple of 16-bit Mario games, will find nothing new here in terms of game design. The chances are, they'll also find the N64's first 2D platform game far too easy in straight story mode. A good day's play should see all 24 levels accessed, if not all their secrets found.

However Nintendo have had to make a careful compromise with *Yoshi*: to

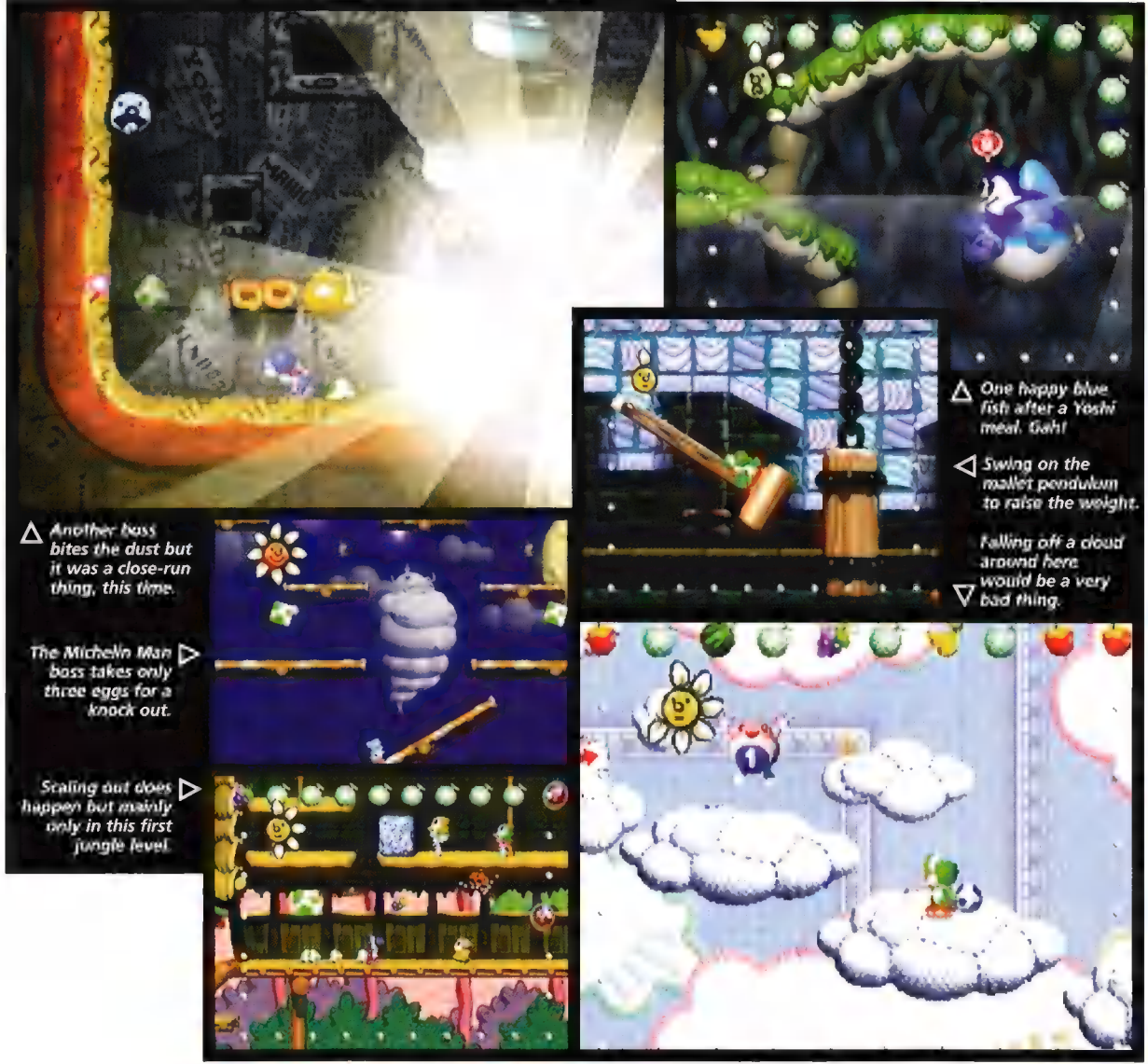
provide both their old fans and – they hope – their new recruits with equally rewarding experiences. New players will find the game itself a challenge, but for anyone with a little bit more experience, the Challenge Mode – allowing any completed level to be played in isolation with high scores the goal – will soon be the focus of attention. It's a difficult balance to strike and Nintendo have been fairly successful. If anyone's going to feel short-changed, though, it's going to be veteran platformers.

The reason *Yoshi's Story* is not a 90+-scoring game is not that it's too easy, though, it's that it's so consciously retro. While it never frustrates, irritates or disappoints, none of it comes as much of a surprise. The Nintendo traditions Mr. Tezuka has drawn from are strong enough to make *Yoshi* great fun – and it really is one of the most lovable games on the N64 – it's just that alone they can't quite make it an absolutely must-have game.

JAMES ASHTON

BLACK AND WHITE JOIN THE FIGHT

So far we've found two extra Yoshi's, a black one on the first level of Page 2 and a white one on the second level of Page 3. To liberate them, you need to collect their respective eggs and finish the level with them trailing along happily behind you.



△ Another boss bites the dust but it was a close-run thing, this time.

▷ The Michelin Man boss takes only three eggs for a knock out.

▷ Scaling out does happen but mainly only in this first jungle level.

△ One happy blue fish after a Yoshi meal. Gah!

△ Swing on the mallet pendulum to raise the weight.

▽ Falling off a cloud around here would be a very bad thing.




ACCESSIBILITY
 Scoring is still a bit of a mystery but you can get by with everything else fairly easily.

8 VISUALS
 Never has a 2D platform game looked this great.

9 SOUNDS
 Great music and automatic re-mixing. There's even a Yoshi rap.

7 MASTERY
 Proves the N64's capabilities in the 2D field. Plays perfectly but lacks any real innovation.

8 LIFESPAN
 See it as a 'high score' kind of game and you'll be playing *Yoshi* for weeks.

VERDICT
 Lots of very familiar fun, but perhaps not the all-time classic we were expecting.

86%

Roooooaaaaaarrrrrrrr! Roar! Roooooaaaaaarrrrrrr! Erm, roar! Dinosaurs ruled the Earth over 250 million years ago, but since then they've been a bit quiet. Thanks to computer games, though, they're back, with their undisputed king at their head. With his latest performance currently receiving worldwide attention, we take this opportunity to profile the career of one of Nintendo's most valuable players. Ladies and gentlemen we give you... Yoshi.



LIZARD KING

Yoshi – A career in games

Perhaps the most famous video gaming dinosaur of all, Yoshi made his debut as Mario's runaround in *Super Mario World* on the SNES. His entrance could hardly have been more memorable, suddenly appearing at the touch of a white and green-spotted box, and although his basic role was

simple – (1) carry Mario about, (2) suck up and spit baddies out again – his fluffy little ways and lack of saliva immediately touched the hearts of millions.

His next appearance, in *Super Mario Kart*, was equally as lovable, offering the player a superb mix of solid handling, little swerve and comfortable top

speeds in a world dominated by average characters (Princess Daisy, Luigi) and fat, slow-to-accelerate dumpsters (Bowser, Donkey Kong Jr). He might have been easy enough to bash about, but he never appeared to bear a grudge, choosing to decapitate his enemies behind the scenes in order to maintain his lovable screen persona.

Then, like all the best celebrities, he went through a lean period. The *Tetris*-like *Yoshi's Cookie* was okay, but the hit-or-miss *Yoshi's Safari* (compatible with the disastrous Superscope) dashed his reputation like a galleon on the rocks. Later, he seemed to confirm himself as the ailing superstar with brief appearances in rotten *Mindscape*

Nintendo licences *Mario's Time Machine* and *Mario is Missing*, the latter labelled "a geography learning adventure". Yawn. It almost seemed that, away from his mentor and favourite director, Shigeru Miyamoto, Yoshi struggled to give a convincing performance.

However, in a John Travolta turn of events, he returned triumphantly, first in the briefest of brief cameos in Game Boy wonderfest *Legend of Zelda: Link's Awakening*, and then – most



Yoshi's Safari was a career low point for the Yoshter.



A star performance in Super Mario Kart.

Mario's carriage. Humble beginnings for Yoshi in SMW.



With brains the size of hens' egg

There can be no doubt that Yoshi is the leading dinosaur of his generation. Although he's far from the only dinosaur to enjoy Nintendo success, few others have managed to keep their careers on the road for so long.

Dinosaurs - SNES, 1991

The infamous dino-sploitation game of the SNES's early years saw a host of dino unknowns ham their way through a series of poorly-directed set-pieces. "We all knew that we were being taken advantage of," says Toby Rex, now a Middlesex small-holder, "but we were kids, and we all needed the money desperately. There was a great team spirit, though"



Primal Rage - N64, 1995

Directed with a shocking immediacy that almost compensated for its simplistic treatment of the subject matter, *Primal Rage* was the story of dinosaurs fighting. Continually. Dispensing with factual accuracy in favour of maximum shock and gore, Time Warner Interactive's game was never going to make stars of its dinosaurs and all sank back to obscurity when the sequel was canned in late '95.



Jurassic Park - SNES, 1994

A SNES licence from Spielberg's notoriously dino-hostile film, it was never the game to establish dinosaurs in the hearts of the public. "All the dinosaurs were trained actors," says Terry Dactyl, who took a small role in the game, "but we were chronically wasted. I mean, you can only take shouting 'Rooooaaarr' and eating screaming people to a certain level. There was no interest in developing the dinosaurs' story at all."

Turok: Dinosaur Hunter - N64, 1996

The all-time nadir for the dinosaur acting community came with Acclaim's 1997's dino-splatterer. Stripped down to its barest essentials, *Turok* was a story of one man's mission to kill as many dinosaurs as possible. "The characterisation was so weak, many of us were hired to play multiple roles," says Verity Raptor, a former cast member now working in a Welsh abattoir. "I played 'decapitated dinosaur' near the beginning, 'dinosaur with legs blown off while running about' an hour in, and 'twitching corpse dinosaur' at the very end."



Diddy Kong Racing - N64, 1997

DKR made a laudable attempt to present the dinosaur community in a positive light, with one



race world dedicated to the merits of a pre-historical age and at least two dinos in leading roles. Although the game went on to be a commercial success, it was its epic nature, not its characters, that caught the public's imagination. The possibility of a sequel with an all-new cast is not beyond the realms of the imagination.



▷ Yoshi's Island on the SNES remains a career highpoint and still one of the finest platform games around.

▷ A Game Boy sparkler, Legend of Zelda: A Link to the Past so a cameo role for Yoshi.



notably of all – in his own game, *Yoshi's Island*, which was generally regarded as the finest SNES platformer after *Super Mario World*. Certainly, it was enough to restore his reputation to pre-*Yoshi's Cookie* levels and garner him a truck-load of new work.

His first N64 appearance was a charming little walk-on at the end of *Super Mario 64*, turning up to award Mario 100 lives and a super-bouncy jump. Confidence fully restored, he reprised his original role in the sequel to *Mario Kart*, the much acclaimed *Mario Kart 64*. The role was a quiet triumph for the

dino who'd known such a turbulent career, offering the inexperienced and experienced alike the perfect opportunity to compete for honours and becoming the preferred character of other big-name stars like Geri Spice and Wil Overton.

Yoshi's Story is the Yoshi's most recent release and, while it may not boast the sheer originality or epic quality that marked *Yoshi's Island*, it's a fine performance given away from the Miyamoto's immediate directorial influence. Asked to sum up his career, Yoshi would provide only the briefest of answers: "Mario should lose some weight."

Over to you

Have we missed out your favourite dinosaur game or dino character? If so, note it down, along with a brief explanation of why we should have included it, and send it to:

There's more to us than teeth and scales you know, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.



TAMAGOTCHI

It Was A Dark And Stormy Night

Tamagotchi World has a story, but who cares in the slightest. Assume the mantle of a latter-day Fred Harris and invent your own.

1	Once upon a time, some _____ were _____ in their special ship.	2	
	Elsewhere, a thought of six _____ with fondness.		
3	"Ah, _____ Your _____ me still. But now you are all in _____"	4	
	"_____!"		
5	The shrill cries _____ on the night air as they tumbled off into the _____	6	
	"This gives me an idea. I shall _____ astonishingly."		
7	_____ months later...	8	
	"Reinvigoration process complete. Go Go!"		

"Ah, Mr Bond. Shall we decide your fate with a game of baccarat? Perudo, the dice game of the Aztecs? Or..."

Apparently I am one of only two people in the world never to have seen a Tamagotchi, and the other one is me as well due to an administrative error.

Tamagotchi World is a board game for four players only, the N64 taking the extra parts. As your trusting blob has to be reared through four generations from tiny blob to large blob, and each generation requires five power stars, and each turn earns on average half-a-star if you successfully impress your charge, and there are sub-games and influential chance cards, you'll appreciate that this takes a long time to play. About 90 minutes, in fact, or one-quarter the length of two copies of Monopoly laid end to end. In the boot of a Toyota Corolla.

Tamagotchi World is irresistible. From the lovely, stylised graphics to the gleeful blob squeaks, it's enticingly playable. And it is a proper game; while the board part is as skilful as rolling dice ever was, there are enough sub-games, surprisingly brutal opponent-knacking opportunities and deeper-than-you'd-think power-boosting blob-pleasing moments (it pays to work

out their favourite food, for instance) to make a victory properly won. (Except when I came second at the last possible moment to a floppy mutant dog. That was a travesty.) There's even the essential SocialInterAction element of suspenseful vengeance when you idly flick between opponents to decide whom to teleport to a crap square or devastate with your Drain Power card.

The signature part of the game is that your blobs are vital to success, but a bit independent. Innocently they spread distress, dozing all the way through your turn, pouncing on each other's food, falling violently ill at precisely the wrong moment and generally demanding attention unreasonably. (Riggedly, if your blob is obstinately unhelpful, you must deliver a stinging admonishment.) However, considering that over the course of playing thousands of video games I've killed something approaching eight hundred million people without the least remorse, it is a credit to Hudson's powers of conjuring believably characterful blobs that not once did I hate my unruly egg-spawn.

GAMES – BUT ON A BOARD GAME GAME

Games within *Tamagotchi World* take two forms. First is the Random Blob-Bonding type. Here, your blob (say) looks at a number, and you have to guess whether it's higher or lower than the one in its blob-mind. The extreme version of this is a sort of mallet Russian Roulette, in which it dodges about and you try not to smack its face off.

Type two is the Genuine Sub-Game. There are ten, the cleverest of which I've seen so far has the blobs leaping about a giant N64 joystick. First to press the button their blob alights on wins.

A selection of game highlights is presented for your edification like a poorly-structured, slow-moving cinema trailer.



Press! the button your blob lands on. With alacrity.

Race! through an electrified maze to seize the stupid prize at the centre.

Drill! Through the cold, cold ground like in *Battle Beneath the Earth*. But without the unconvincing Chinese make-up.

Propell discreet excrementitious blobs at one another. Starring! Richard Harris as Maston Thrust, from 1975's *The Last Dinosaur*.

WORLD 64

Tamagotchi World 64
BANDAI/NINTENDO/HUDSON SOFT

Out now	96M	1-4
Unlikely	Controller Pak	Rumble Pak
Unlikely	Bridge back	

¥6800 (approx £32)

You can choose to take a route fully filled with gambling devices. Etc.

A bond of trust is broken with an act of discipline.



Victory is mine. A typical outcome. Yes it is. I insist this is true. I am the master in my world of life.

"Yes, Jonathan, we agree. You are great and certainly deserved to win. But didn't."

An inappropriate choice of door in the haunted corridor bit. Doom befalls us all.

Disappointingly, it is difficult for players not to survive to the end. You have a limited number of action points, but the board sags under bonuses. It's possible to lose all your energy, but that just means you can't improve your blob's standing temporarily. When you lap the board, your points shoot back up. The reason is obvious, but if you're clearly last you're robbed of that board game staple of cheering the player who didn't kill you off. And as landing on a sub-game or event square is down to a random roll, the game can slump at times into stretches of repeatedly pressing A in a sort of blob-blindness. Also, it's a shame there's no in-game twixt-player correspondence – the chance of trading cards, say. (Though you

can save your blobs for peer adulation, or something.) *Tamagotchi World* is fun. It's bright and eventful, and is a game with the pesky blobs in, rather than a showcase of the "concept". It's a party game, no more, and a highly successful one. I should really give it 77%, but I think its pacy togetherness and winning charm are worthy of a bit extra. What the hey, eh?

JONATHAN NASH



SUBTEXTUAL MEANINGFULNESS
If you're bored arguing about whether Starship Troopers is sufficiently ironic, why not turn the discussion to the philosophy of Tamagotchi? Does it encourage fostering and tolerance and subtly combat the prejudice of difference? Or is it social imprinting with the emphasis on discipline and the ideal of the good citizen? One thing's for sure, if you talk to me about it, I'll punch you in the face very hard.

ACCESSIBILITY

Everything is commendably illustrated explanatorily. One game should be enough to unravel any lingering mystery.

6 VISUALS

Crayony, sharp, characterful animation. A busily detailed board. Everything looks right.

6 SOUNDS

Warmly convincing sub-language squeakery. An eccentric professor and his cleverer assistant commentate. A pop song.

2 MASTERY

A mere slightness more than the SNES could handle.

5 LIFESPAN

An occasional. But with legs.

VERDICT

A flavourful and rewarding party board game with Tamagotchis in. Maybe a bit overlong, but classily enjoyable. And the blobs live on at the end.

79%



DUAL HEROES

Dual? Or, in fact, just plain dull?

Dual Heroes			
HUDSON SOFT			
Japan	Out now	64M	1/2
USA	TBA	Controller Pak	Bridge back
UK	TBA	Controller Pak	Bridge back
¥6980 (approx £33)			

ACCESSIBILITY

The Virtual Player section of the game might cause you a slight headache but, if you've bought this game in the first place, we should imagine it to be the least of your problems.

Could somebody please explain to me the rules of logic? No seriously, I'm having a *real* problem getting my head around the fact that, after well over a year, somebody still can't produce a beat-'em-up of any real worth for the Nintendo 64. We all know that the best of the bunch so far is *Mace: The Dark Age* and that's not shabby, but in the name of all that's honest and decent, this is.

Dual Heroes has quietly been making noises almost since the N64 was launched. Animated demos showed polygon-packed development characters going through the motions and, even as recently as two issues ago, Hudson Soft's president, Hiroshi Kudo, was mentioned harping on about the game's 'Virtual Player' option – more on that in a bit. But, as with a few N64 titles recently, the end result fails to live up to the expectations.

games nowadays, and we could argue that point for months. But, with the power at their disposal, we had expected something a little better from an experienced team such as Hudson Soft. Limp, poorly designed characters add little to the atmosphere, and samey backgrounds do little to improve things.

Experimenting with the range of characters on offer (eight in total), it soon becomes apparent that most of the moves on offer are standard to all the characters. Sure, there'll be a graphical variant in each character, but the end result will be the same. The button combination for a throw or a 'special' kick appeared to be the same no matter what character I used.

Oh, and did I mention the incredibly frustrating delay between pressing the button and the move actually being executed? No? Oh.

Dual Heroes does have one unique aspect in the Virtual Player option. Choose one of a number of players and, by a cunning mixture of random variables and head-scratching button pressing, you manage to create a player for yourself and a completely random character to fight against. This may become more interesting if the game ever makes it to the UK (via a decent translator, we hope), but I found it, as with every other feature of this game, tiresome.

If you really must dive headlong into an import beat-'em-up right away, you'd be much wiser looking towards *Art of Fighting Twin* for your (ahem) kicks.

DEAN MORTLOCK

3 VISUALS

In no way, shape or form could these graphics be called good.

2 SOUNDS

When have you ever heard cute music in a beat-'em-up?

1 MASTERY

We'd be disappointed if this turned up on a 32-bit machine.

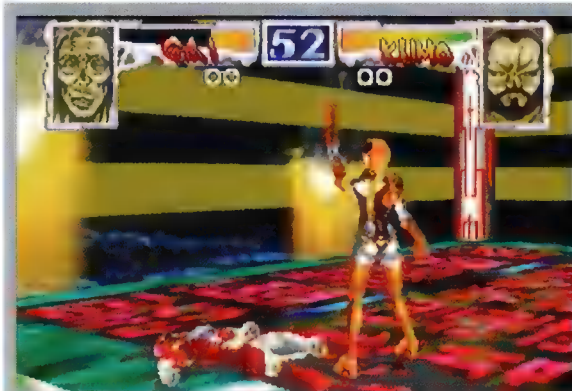
2 LIFESPAN

It's tricky to master, but you really won't want to play it for too long.

VERDICT

Maybe not as bad as *Clayfighter*. But, after all the build-up, Hudson have let us down badly with *Dual Heroes*. Pray it never makes it out over here.

28%



Triangle tip: Ever ready for a death you Power Ranger™ type thing.

Spirally robot thing (left) eyes up spirally robot thing (right). "YOU STARTING?"



Why's there a passport photo of Jeffy from Virtual Fighter in the top right-hand corner?

TOKON ROAD

The Japanese obsession with watching large men in leotards continues this month with another one of these games...

No prizes, surprises or hidden nonsense at all here. What you get from Hudson's second game this month is wrestling, pure and simple – grown men (who should probably know better at their age) going at it like the proverbial rat up a drainpipe. And for what? Loads of money and terrestrial fame, that's what.

But it's all made up, of course and, unlike *WCW vs NWO: World Tour* reviewed last month, the wobbling wrestlers in *Tokon Road* are completely fictitious. As gruesome and completely unattractive (in other words, totally realistic) as they might seem, none of them appear to be based in any way on actual Japanese wrestlers.

Most of the options in *Tokon Road* seem to be neatly catered for, up to four players being able to grunt and moan their way through a respectable array of options. In one-player mode, though, there's just a one-on-one or tag team game available. A training mode (which is fast becoming standard in any sort of beat-'em-up nowadays) is a sadly lacking option, although the developers have been kind enough to include an on-screen indicator to show the button presses used every time a move is performed.

The graphics are decent enough throughout the game, with large, detailed and well-animated fighters, fine presentation and plenty of background detail. Characterwise, there's a total of 16

in the game, with 13 accessible at the start and three more blanked out as secret characters. (The large question mark over them was the final giveaway.)

Any beat-'em-up, regardless of its format, will only succeed on the strength of the range of moves available and how well they work. *Tokon Road* manages to impress on both counts. As the moves are shown onscreen, complete with a straightforward joystick configuration, it's pretty easy to get straight into the action without too much trouble. Another pleasing point is that there appears to be a wide selection of moves obtainable for each of the characters and all of them are pretty unique.

On the downside, though, and this is a point that was wisely passed on to me by someone watching me review the game, the whole basis of wrestling is built on showmanship. Fights are carefully staged and moves created for maximum theatrical effect, while actually causing no physical harm. (Yes, I know there's the odd accident, but you know what I mean.) Putting that into a game where you suddenly have complete control over the action seems to make it far more

methodical and less satisfying.

Although *Tokon Road* is a solid enough game in its own right, the far more impressive *WCW vs NWO: World Tour* is out in February and that, complete with their official licence and the fact that you don't have to wade through Japanese text (although, to be fair, *Tokon Road* causes few stumbling blocks in that department) means that you really should probably think about getting that rather than a more obscure import title such as this.

DEAN MORTLOCK

Token Road
HUDSONSOFT

Out now	64M	1-4
Doubtful	Controller	Bridge
Doubtful	Par	Back
	Par	Par

¥6980 (approx £33)



△ "Kawaku here is tallon high."
△ "Tany, make it was just a playful fudge."

ACCESSIBILITY

There's a fair amount of Japanese text, but the important bits should be easily understandable.

5 VISUALS

Okay, but certainly nothing too special.

7 SOUNDS

Good tunes and effects. Was that the odd grunt there I noticed?

5 MASTERY

Sound enough in every department but nothing groundbreaking.

7 LIFESPAN

There're three hidden characters and plenty of options.

VERDICT

Fine, but it's arrived about the same time as the superior *WCW vs NWO: World Tour*, and it's in Japanese.

49%

Annotations include:
 - "This issue is known as the Thunder Markers."
 - "I'll catch you, baby! I've got an 'assault' foot!"
 - "There is momentary confusion over the rules."
 - "That looks exactly like Bowyer in the top right."
 - "I hope that is by no means awful, but WCW vs NWO is miles better."
 - "That looks exactly like Bowyer in the top right."
 - "I hope that is by no means awful, but WCW vs NWO is miles better."



△ One of the best things about Snobow is the way the races are always so close.

◁ To the victor the spoils: Bits of coloured paper in this case, it appears.

△ Tommy in last place once more. It's a tough life for fat kids.

◁ Just in the lift queue to make up some places.

SNOBOW

Fat kids on snowboards sliding down patently un-slippery surfaces. We love it.

A POLOGY
 Wrong, that's the word. Wrong, wrong, wrong. We played *Snobow Kids* momentarily at Space World and – as we now know – for some reason it was stuck in stunt mode, the very least impressive part of its repertoire. Had the not been closing and *Zelda* a little less enticing, we would have found that *Snobow Kids* – from development minnows Atlus – is actually a bit of a gem. Best news of all, Nintendo have acquired the rights to translate it for us Europeans, meaning PAL *Snobow* will be with us in March.

So what did we miss? An excellent one-player race mode for one thing, boasting some of the smoothest most intuitive use of the analogue stick since *Mario 64*. A power-up system three times as simple as *Diddy Kong's* but at least five times as much fun. And – best of all – the best multiplayer racing since *Mario Kart* – honestly. Throw in some Japanese lunacy (snowboarding on a mountain made of sand), a really fat kid who never wins and the vacuum-packed freshness of the jostle for ski-lift priority and we have the surprise Star Game of the N64's short life.

Sorry, then Atlus, for page 63 of last month's *N64 Magazine*. We hope the next four or so make up for it.



Snobow Kids			
ATLUS			
Japan	Out now	64M	1-4
USA	TBA	Controller Pak	Rumble Pak
UK	6th March	Cartridge back-up	Rumble Pak
¥6800 (approx £32)			

Ways To Play

A snowboarding game, yes? Race down a mountain, repeat until tired? Nope. There's far more to *Snobow Kids* than that.

Downhill races

Use your racing skill to beat Snobow's six tracks and two secret courses. Rather than simply racing straight down the mountain, though, once reaching the bottom you've got to hop onto the ski lift to go back and do another lap. The first – and shortest – course requires a total of five lifts and runs.

Skill game

What could be a more obvious addition than the option to race all of Snobow's courses shooting giant snowmen with the aid of a board-mounted rocket launcher? It's a combination of time and accuracy that'll earn you a place on the High Scores board.

Time attack

Bit dull time attacking? Not with a bit of Snobow magic. Spread out along your chosen Snobow course are little speed-up fans, similar to the power-ups you sometimes get in a straight race. The idea is to hit every single fan consecutively, giving your boarder continual speed assistance.

Stunt mode

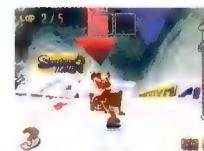
Well, okay, it couldn't last. The stunt mode features one of those half-pipe affairs as well as one of those pole-over-water things. Scores are awarded for the number of stunts performed but, really and truly, none of it works that well.





WHAT IF I'M BROKE?

If you try to pick up a power-up with no cash in your wallet you'll bounce off the power-up block and fall over in an embarrassing fashion. Try to pick up a power-up too soon after someone else and you'll collide with the solid top of the block, also causing a fall!



UNFAIR ON FATTIES

Poor old Tommy. He's too fat, you see, and unless for some mad reason you pick him as your character, he always ends up struggling across the line in last place. On the Character Select screen he tops the chart for speed, but with all the steering expertise of a Portakabin, he just can't seem to make it around the bends. Time for the Diet Cokes* we feel.

*Diet Cokes are a registered trademark of Coca-Cola.



KIDS

GETTING WHAT YOU PAY FOR

Where would a Nintendo racing game be without power-ups, eh? *Snowbow's* system of doing things is excellent and it's largely this area of the game that ensures that – as with *Mario Kart 64* – multiplayer races are always excitingly close and – unlike *Mario Kart 64* – the CPU opposition are increasingly difficult to beat.

Money

For each power-up you want to collect, you'll need a one hundred-dollar gold coin. These can either be picked up off the track or earned by doing stunts during the race. Money you have left over at the end of a race gets added to any prize money you earn. There are two types, and you can carry one of each.

Red power-ups



Operated with the Z trigger, red power-ups come in packs of three. They're missile power-ups of one kind or another and can only be fired forwards, from the front of your board. They include:

Bombs

Blow your competition into the air. The explosion area is large, though, and you can easily take yourself out if you board into it.

Ice beam

Turns your opponent into a block of ice for a couple of seconds. Be careful not to crash into them in this state.

Snowman

Turns your hapless mate into a large snowman. Unable to steer, he carries on in a straight line until he crashes.

Slappers

Chase off after the boarder in front and slap him to the ground.

Parachutes

Fling their helpless victims into the air only to have them floating extremely sloooowwwly back to earth.

Blue power-ups

Blue power-ups are activated via the B button and are slightly more defensive and/or long range than the red variety. They include:

Rocks

Chucks a rock off the back off your board, tripping anyone unfortunate enough to run over it.

Fan

A little propeller attaches itself to the back of your board and boosts your top speed.

Invisibility

Renders your boarder invisible and invulnerable from attack.

Ghost

A little ghost appears around your boarder before rushing off to find your highest-placed competitor. Once there, he'll hover around the boarder's head, slowing him down by about half.

Frying Pans

Well, gold coins, really. Releasing these sends one coin/pan to each of your competitors, spamming them on the head and flattening them.



FAMOUS FIVE

Only five racers to chose from initially, although more become available when you finish the game. The biggest difference between them is their ability to turn sharply – don't choose fatboy Tommy – but the speed differences are also quite pronounced. Jam was N64's initial racer of choice, but now we incline more towards Linda.

Slash

A good all-rounder (when he's not playing guitar in Guns and Roses).



Nancy

A girl and the best character in the game. Surely some mistake. Jonathan's favourite.



Jam

Short for James and, with a certain amount of predictability, James's character of choice.



Linda

She's fast but what good's that when you keep hitting the side?



Tommy

Fat boy. Hopeless. Always last no matter who chooses him – even the CPU.



TRACK SUITE

Six tracks initially available with Gold cups on all of them eventually leading to three very difficult extra courses.

Curu Curu Mountain

Length 541m

A short snowy course who's five laps should settle you gently into the *Snobow* way of things.



▶ Push forward and tap jump at just the right time for a boost start.



▶ Ghosts slow you down quite a bit.

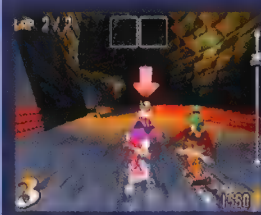


▶ A stunt produces this spinny effect.

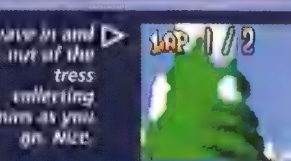
Big Snowman

Length 1750m

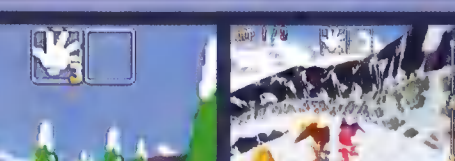
More snow action and, yes, half-way down there is a very large snowman (who fires miniature snowmen at you.)



▶ The best stunt uses a kind of quarter turn on the analogue. The best we've found so far that is.



▶ Weave in and out of the trees collecting items as you go. MIB.

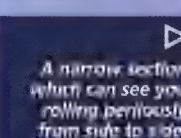


▶ Neck and neck along the narrow mountain pass section.

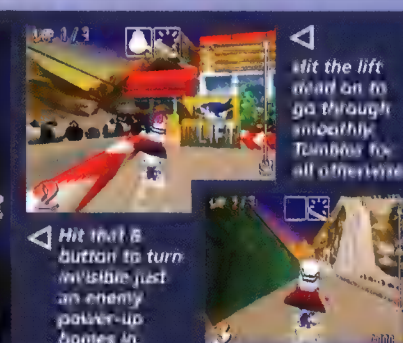
Sunset Rock

Length 1706m

Tired of snow? Sunset Rock introduces some alternative but entirely boardable alternatives.



▶ A narrow section which can see you rolling perilously from side to side.



▶ Hit that B button to turn invisible just an enemy power-up bounces in.

▶ Hit the left dead on to go through smoothly. Tombs for all otherwise.

HOW TO... steer successfully

Left/right, hmm? So we thought, but we still couldn't work out why we kept crashing into things. In fact, steering is all about using the analogue to angle your board properly, and that's all about the left and right down diagonals.

Instead of steering right, say, you actually steer right and down, holding the stick and watching as your board swings around. At a certain point you can recenter your stick and your board is facing the right way out of the corner. Take things too far, however, and the board starts to face up hill, probably leading to a fatal 'Board Reverse' situation.

Of all the racing games to date, *Snobow* certainly makes one of the best uses of the joystick we've ever enjoyed. And to think we thought it unplayable at Space World. Oh, the shame.



▶ That snowman is Nancy bound. Poor little love.

FIRST EXTRA COURSE!

Night Highway

Length 1368m
Strange global positioning leaves this snow track permanently in the dark. Still plenty of room for stunts, though.



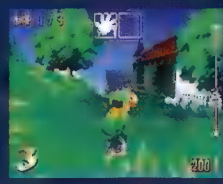
▶ The narrowest part of the whole course. A mistake here and you'll be off.



▶ It's dark but long range visibility is still good.
◀ A semi-enclosed, single course. It's started but to make sense again.

Grass Valley

Length 1490m
Board through fields of sunflowers and sleepy villages, in *Snowbow's* trippiest of courses.



▶ Ah, look at the field of sunflowers. Just don't run in to it, though.



▶ At least two alternative routes on this course. They're tricky, mind.

Dino Park

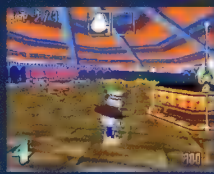
Length 1490m
A theme park. Yes, and one with a strangely slippery course running all the way through it.



▶ Race as brontosauri graze peacefully nearby.



▶ Some jumps are marked, some aren't. You've got to learn.



▶ Part of a foreground ride? It's the hardest section of the course.

Quick Sand Valley

Length 1638
A mountain of sand to board down with several handy short cuts to fox the opposition.



▶ Snowboard down a wave and ripe suspension bridge!



▶ Admire grazing camels!

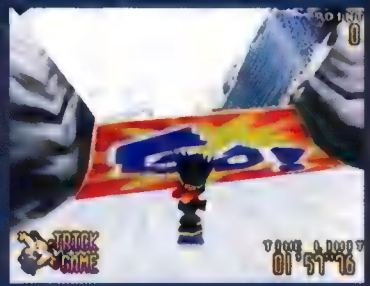


▶ Catch the cable car back up and do it all again!



◀ Sliding across the pole is a matter of timing your jump, combined with good board angle.

▶ A good opportunity for a mind-blowing stunt here. This jump comes after the half pipe section.



HOWTO... do stunts

Tricky fellow, Johnny Stunt. It's all about the A button, joystick and timing. As you approach a jump, hold down A (this locks your steering, so make sure you're lined up correctly before hand), and then just before you reach the edge, let go of A and simultaneously move the joystick forwards, backwards, sideways or in a quarter turn.

The number of different stunts seems to be quite limited. The best we've managed has earned us \$150 (enough to buy one-and-a-half power-ups), but we'd like to hear if anyone manages anything higher.



MULTIPLAYER

A full multiplayer mode adorns *Snowboard Kids* like the proudest of crowns. Quite simply, it's one of the best multiplayer games we've played. Up to four players can go boarding at once.



ACCESSIBILITY

Easy to race but the options are densely Jap.

7 VISUALS

Functional but lacking the final spit-and-polish of Nintendo.

8 SOUNDS

Great Japanese synth rock music. You only realise how well it works if you turn down the volume.

9 MASTERY

Graphically off the pace but with the noble gaming attributes of any of Nintendo's finest.

8 LIFESPAN

A difficult one-player mode with plenty of options, combined with a peachy two, three and four-player game.

VERDICT

The biggest surprise so far. Sorry for the mix-up, *Snowboard Kids*, we love you to bits.

88%

What a brilliant little game and what a surprise! With no-one really expecting much from it on its arrival, *Snowboard Kids* has quickly become one of N64 Magazine's favourite games. Why? Because, for all its faults, it's just great fun to play, both in single and in multiplayer modes. And fun, after all, is what it's all about.

Central to the charm of *Snowboard Kids* is the fact that the game is as refreshing as a blast of Alpine air itself. At its heart it's an accomplished, but fairly simple, racing game. What lifts it are the little touches – the idea of hopping on the chairlift for another lap (and jostling with your competitors in the queue) and power-ups that, for instance, turn your opposition into snowmen, or fling them up in the air only to parachute them frustratingly back to the piste. Obviously tiring of endless expanses of snowy whiteness and slaving away to create an artificial reality, *Snowboard Kids*' designers had a creative snowstorm and let their kids 'snowboard' down practically anything, from a grassy hillside, to, more bizarrely, a sandy desert mountain. It's exactly this kind of enjoyable weirdness that most Western games seem to lack.

Single-player *Snowboard Kids* is enlivened by some of the most aggressive CPU power-up usage we've ever experienced. On occasions, this borders on the frustrating – imagine the CPU characters in *Mario Kart* using the powerful power-ups as often and as effectively as you do – but it undoubtedly helps keep the challenge of

racing alone, long after you've mastered a particular course. Multiplayer games let *Snowboard Kids* shine brightly again. Every race is a close one, the careful weighting of power-ups against race position ensuring that there's always an exciting jostle for the lead. After the multiplayer anaemia of *Diddy Kong Racing*, it's good to have the whole N64 team once again enjoying a 'winner stays on' multiplayer epic.

Graphically, *Snowboard Kids* falls short of excellent. While the fat, cute approach is definitely part of its charm, the game's programmers have struggled to pack *Snowboard Kids* with the kind of visual depth we've come to expect from top-flight N64 games. On some of the later courses, the game gives an almost tunnel-vision effect, with little detail seeming to exist outside the confines of the piste area. Similarly, some of the sprites thrown in to liven up some areas look like poorly-painted stage backdrops, especially those around the finishing line and lift area. However, there is a pleasing lack of pop-up and, with the exception of deliberate folds and jumps in the courses, you can always see far enough in to the distance to avoid making racing a battle of memory. One advantage of its simple graphical style is that in four player the game manages to maintain the majority of its speed, animation and detail even when all four

racers are present on all four windows. For all its graphical naivety, though, it's easy to see why *Snowboard Kids* is one of Shigeru Miyamoto's favourite third-party games (and why Nintendo have snapped-up the title for European release). Snowboarding down your Alp (or grassy knoll or sandy desert) you realise that you're enjoying the same feelings that you would playing a first-rate Nintendo game. Somehow it's obvious that Atlus's designers have spent months perfecting the game in *Snowboard Kids*. Graphics and effects have taken the safe and legal back seat priority, leaving fun to ride up front on its own. The end result is a great, fun-packed, bouncing Tigger of a game.

Better than *Mario Kart 64*? Of course not, but *Snowboard Kids* is by no means outclassed in such exalted company. Better than *Diddy Kong Racing*? In multiplayer mode definitely, but Rare's Blitzkrieg approach to the single player experience ensures final victory for the chimp. *Snowboard Kids* fits in somewhere above *Extreme G*, but below *Wave Race*. The only thing we've got to worry about now is the PAL conversion. Fingers crossed for next month, eh?

JAMES ASHTON



▲ Starts seem to earn you between 100 and 150G. They're definitely worth perfecting.

▲ Graphic detail not up to DKR standards but certainly getting there.

▲ Down towards the (hexagonal) big wheel.

▲ A two-player battle. Player one has foolishly chosen Tammy.

▲ A near-miss from an incoming snowman. You can use the I to take evasive action.

▲ "Ah incoming!" The giant snowman fires off its children.



Stick = move. C-pad = fire. Robotron 64 = good.
"Summon medical assistance swiftly."

Go Go! Robot metal kill death shot fire bang eye-fill madness.

Robotron 64			
MIDWAY			
	TBA	64M	1/2
	Out now	Controller Pak	Cartridge back
	TBA	Controller Pak	Cartridge back
\$60 (approx £30)			

ROBOTRON 64

First there was a Robotron. Then... (Dies.)

There are a number of problems with *Robotron 64*. One of them is that just a single camera view lets you see the whole arena at once, which is incontrovertibly the most important part of playing *Robotron*, but the view-changing buttons are the shoulder ones and I keep grasping them automatically in the excitement of play. Another is that I reached level 106 on my first ever go, and

the frankly unbelievable takey-turny two-player mode is a third.

All this is a shame, because *Robotron 64* veers close to fantastic. It's clearly an update of *Robotron 2084*, in fact the third after *Smash TV* and *Total Carnage* (Blaster naturally doesn't count, as it was a genuine sequel. And those Clangers, eh? – Ed) and it's been deftly assembled. The idea's unmangled – shoot robots, save people if you can – and the designers display a cleverness. The famous monsters have vastly tougher brethren (for example, the ingenious Brains, who possess the power to reprogram humans into sinister Progs, also come in Super- and ridiculously gigantic Over- form), there are power-ups and taunting level names, every tenth wave awards huge bonuses for accuracy, big numbers spin out of the screen whenever you rescue someone, *Robotron's* programmers appear in the high-score table and you're generally left in no doubt whatever that the people behind *Robotron 64* love the original and its follow-ups and have always wanted to give something back. (Except they've forgotten Blaster. – Ed.)

But it's infuriatingly almost-but-not-quite. At its peak, it's implisively intense, with

hundreds of monsters on-screen, more teleporting in or dropping from the sky so you've no idea how long the level's going to last, Super-Hulks ambling menacingly towards your ungraspably stupid humans with rotating smashers, everything speeding up the longer you're alive without finishing, spheroids dodging behind things to build those horrible, horrible homing drones that fire 600,000 rounds a second and three-way guns temptingly close to the landmined centre, but it takes a good 50 waves to really get going. (Lord knows how many there are. Level 100 is a gripping final confrontation, but Level 101 announces "The War Continues.") Having to view everything so pulled-back is exasperating, as you (occasionally) (but enough to irk) get caught by monsters diving or teleporting on you that you couldn't quite see the signals they were coming. And it's all really a slightly awkward halfway-house between *Robotron* and *Smash TV* when, to be honest, I'd rather they'd done a proper *Smash TV 64* instead.

A couple of curious things. There are three difficulty levels, of course (the highest is appealingly called Insane), but at any point in the game you may significantly alter the speed. Supporting both saves and passwords might seem overly cautious, but the typing system is truly awful. And the music was instantly switched off, but you knew that.

I recommend *Robotron 64* as an ace blast game, but you must understand something. It's endlessly, enviably playable and even manages a few surprises (an entirely new type of monster appears on Level 90, for example) but it's not "there." Its potential is unrealised.

JONATHAN NASH

→
ACCESSIBILITY
Enter DGTPBCBSJ to "be" Jonathan on Level 106. Clever "accessibility" gag, I know.

5 VISUALS

Clear and do the job.

3 SOUNDS

Noisy but strangely unexciting. Should have, um, "remixed" the original's, perhaps.

6 MASTERY

Stomps the other versions with no slowdown ever. Good use of the pad. Except the camera buttons. Grrr.

8 LIFESPAN

Magnificently playable. Passwords every level for your favourite bit.

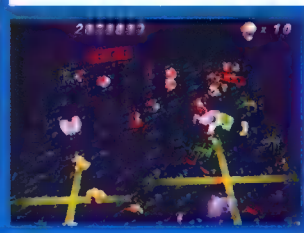
VERDICT

It's good. It's extremely good. But it could, I feel, have been so much better.

75%



△ The "arena" camera view's the only one that works. Here's "third". What's going on? Piffle.





ART OF FIGHTING TWIN

Art of Fighting Twin			
CULTURE BRAIN			
	Out now	64M	1-2
	April	Controller Pak	Rumble Pak
	TBA	Cartridge back-up	Rumble Pak
¥6980 (approx £33)			

Take two beat-'em-ups into the shower? No, we just play one that combines the best attributes of two very unique ones into an intriguing package.

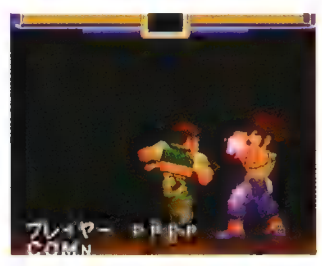


EXTRA EXTRA READ ALL ABOUT IT

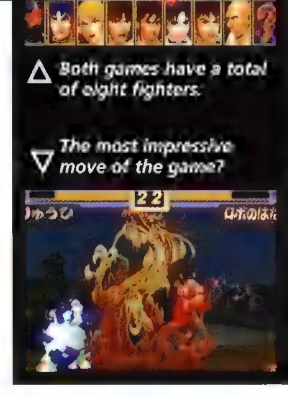
Once you've got to grips with the standard game, there're a couple of extras lovingly placed here to amuse and delight you.



Tournament mode anyone? Another feature rapidly becoming a permanent fixture now in beat-'em-ups is one of these. Choose eight characters (human or computer controlled) and battle your way through to the final. Play it with a group of friends and have forfeits for the ones knocked out in the first round. Ones that we recommend are shaving off of body hair or eating live insects.

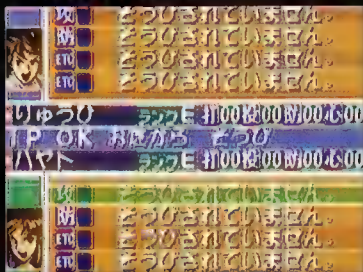


Fight against the computer-controlled drone to perfect those tricky finishing moves. The training mode is an excellent way to practice combinations, so use your new-found skills wisely, young Jedi.



WHO DARES WINS

So yes, *Art of Fighting Twin* does contain two very different styles of beat-'em-up. And both are fast and incredibly playable.



1 Once you get your head around the option screens, you find out that choosing the different styles of game is actually pretty simple. Just choose between wild 'n' wacky or serious 'n' instant death.



2 The cartoony game is shorter than the other one, easier to control and slightly more appealing in the visual department.



3 The more serious game is full of wonderful lighting effects and offers you the choice of 2 or 3D modes – in 3D mode you just use the Z key and a direction to sidestep. This move's also perfect for sneaky attacks.

ACCESSIBILITY

There's a whole original section of the game that isn't playable to us English. But there's more than enough here that is.

The pedigree of *Art of Fighting* goes back a remarkably long way. Zip neatly past the 32-bit consoles and you'll find its roots tucked away on the SNES. While going head-to-head with the mighty *Street Fighter 2* was never going to do it any favours, the game did have its fans (especially in Japan) and, along with games like *Fatal Fury*, *Samurai Shodown* and *King of Fighters*, proved to be a worthy alternative to the SF games.

Bring all this smartly back up to date and we find *Art of Fighting* having a bit of a go on the N64. This time, though, it's been a little bit wiser and jumped the queue somewhat. *Street Fighter 64*, *Mortal Kombat 4* and *G.A.S.P!! Fighters' Nextream* may all be in varying stages of completion (depending on which rumours you believe), but *AoF* has beaten them all. It's here, right now.

In its most basic form, *AoF* is pretty pleasing. Initial trepidation and any concerns you might have about import beat-'em-ups are quickly dispelled when you start playing and realise that it's actually quite good.

There're a couple of original features in this game. One I can (and will) talk about in great detail; the other, sadly, I cannot. Firstly there's the fact that it appears that *AoF* is two games in one. One of the common tricks with Japanese fighting games is to create a younger version of the game with wide-eyed, bulbous-headed children kicking seven shades out of each other. This trick has been employed here, but rather than as a separate game, you get it complete with the frankly less-interesting 'grown-up' version.

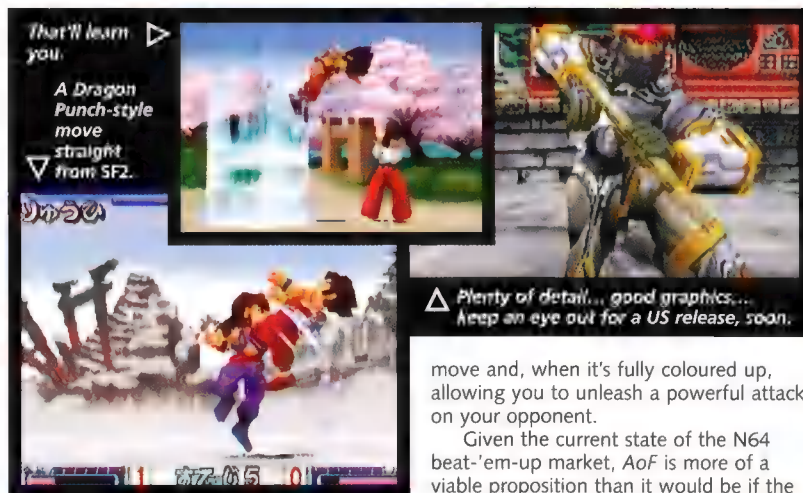
The other original feature links in nicely with the childlike quality I just mentioned. From what we can gather, *Art of Fighting Twin* appears to have some sort of story mode in the cartoon section

containing plenty of extras which you win as you progress through the game. The more fights you win, the more objects you accumulate (or so it seems). There is, though, impenetrable Japanese every where you look, so unfortunately this interesting-looking option was wasted on this reviewer.

Eight now seem to be the standard number of characters in a beat-'em-up, and that's the case here. There're a couple

moves, the two-player games and the bizarre Japanese mode.

As the game has a history of being likened to the *Street Fighter* games, it's hardly surprising that it plays more like an SF game than it does *Tekken*, for example. There are Ken/Ryu-style fireballs and a power-up super move (straight from the *Street Fighter Alpha* games). This works by giving you a small bit of space on an extra on-screen bar each time you perform a



of heroic types, the arthritic old man that's actually harder than Teflon, the mysterious ninja character who sits around in dark woods, and a couple of (ahem) lay-dees.

The thing that most impresses me about *AoF* is the way it plays. It's fast-paced with fast, well-animated characters and instant feedback from the controller. And, although you're bound to complete both games in a matter of a couple of hours, there's still plenty of depth to be had investigating the various characters'

move and, when it's fully coloured up, allowing you to unleash a powerful attack on your opponent.

Given the current state of the N64 beat-'em-up market, *AoF* is more of a viable proposition than it would be if the machine was flooded with excellent titles. If the game had been released six months later then this review could've been very different. As it stands, though, this is certainly one of the best ones around.

There's been a lot of thought put into this game and, to some degree it's paid off. Certain sections are bound to flummox anyone without a working knowledge of Japanese but if the game could be released in America later on in the spring, I'd definitely recommend checking it out.

DEAN MORTLOCK

7 VISUALS

Mostly so-so, but there's the odd excellent special move.

5 SOUNDS

Nothing to write home about, unless nothing else happens while you're away.

5 MASTERY

Don't expect much that pushes the machine in too many ways.

8 LIFESPAN

With a grasp of the 'story' mode and a few friends, you could be playing this for ages.

VERDICT

A simple but effective game that should please anyone waiting for a decent beat-'em-up on the N64. I'd wait a couple of months to see if it gets a US or UK release to get the very best from it, though.

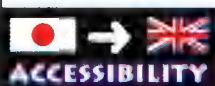
78%



Aero Gauge			
ASCII			
	Out now	64M	1/2
	TBA	Controller Pak	Rumble Pak
	TBA	Controller Pak	Rumble Pak
¥7800 (approx £43)			

AERO GAUGE

Why, readers? Why does Aero Gauge exist?



ACCESSIBILITY
Recognisably horrid in any language.

2 VISUALS
Angular and grubby. I like the red car.

1 SOUNDS
A good echoey engine bit in the tunnels.

0 MASTERY
Monstrous can't-be-bothered pop-up = speed.

0 LIFESPAN
And they're off! The road, that is.

VERDICT
Actionably incompetent and violently loathable.

10%

There's a story about The Italian Job that when they were rehearsing the Minis' storm drain escape, they managed to make the cars turn completely over and drive briefly on the roof, like an inverted Wall of Death.

Aero Gauge has excellent bits in its tunnels where you do exactly that sort of impossible corkscrew loop-the-loop. It's a novel and exciting idea, and Ascii are to be congratulated. Congratulated, however, prior to shooting them accurately through the head with a revolver, for the rest of Aero Gauge is inconceivably vile. It is as if Ascii have carefully examined every racing game ever in the history of all things and mystifyingly compiled the worst bits.

For example, when the announcer yells "Go!", every single one of the computer-controlled cars zooms off at top speed instantly, making your hard-fought grid position immaterial.

(Which, incidentally, you secure with a boringly empty qualifying lap. Then, incredibly, another one. At least you can elect to "retire" from these to automatically start in eighth place.)

Then, as you race around, you notice the computer cars drive perfectly, always moving as a pack.

And if you do catch up, they don't fight you off. Or seem to notice you.

And the five vehicles you can choose

from are the fast one, the heavy one, the manoeuvrable one and so on.

And the four desperately unimaginative tracks (mountainy, watery, city at nighty and city by day-y) each have one good idea that would have been better combined into a single course. Or even worked out properly in the first place. (The city at night level, for instance, extends the others' occasional forked path to giving you a free route. Except because everything looks the same, you immediately get horribly lost, so do better to follow the computer cars who, naturally, all go the same, most efficient way.)

And the fact you're flying special air cars is almost totally unexploited. (In fact, the city by day course is the only one really to acknowledge height, with irregularly-spaced girders and a huge building with a tiny tunnel right in the centre.) Regrettably, because you hover, there are no jumps or plunges.

And if you lose in Grand Prix mode (the others are a single race, a two-player race with no other cars and a time trial against a ghost) "retrying" involves qualifying for a grid position all over again.

And there are no guns or

power-ups. But at least the pit-lanes don't require you to stop.

And, of course, the pop-up is easily the most astonishingly shabbiest seen on the N64. You can literally (properly used, nyer) see the game drawing the track about 150 metres in front of you. It's 3D handling in the crudest imaginable way.

And when your damage meter reaches critical mass, you don't explode or flip out of control to be dashed screaming into a wall. You puff a bit of smoke and float to the ground.

This is Aero Gauge. Fear it.

JONATHAN NASH



PREVIOUSLY IN N64 There was a preliminary peek at *Wario in N64's*.



DENRYU IRAIRABOU

Denryu Irairabou			
HUDSON			
Out now	64M	1/2	
Ha	Controller Pad	Bridge back	Playable
No	Pad	back	Pad
¥5980 (approx £29)			

It's sort of *Puyo Puyo*. But not a bit like. And with lines.

Exasperatingly, I ought to be able to translate the name. (I've taken to calling it Fizzing Money Bang-Stick Go Go! Edition Super, which has a ring.) You see, readers, last year I signed up for an evening class in Japanese, but, when I recently moved house, ingeniously put the wrong box in storage, so what I thought were my textbooks and homework turned out to be 150 back progs of 2000AD and a copy of *Win or Die!* by Rolf Harris.

But anyway. Fizzing Stick is, of course, the game of the bit in Father Ted with the £10,000 prize and the mobile phone. Navigate a maze without touching anything and that's it. It looks terrible. It's hurtfully engaging. You could write it. Apostles' beards, I could write it. On the Speccy. And yet. And yet, and-yet, and yet. It's so simple. It's entirely fair. You're an intelligent, coordinated human being.

There's no reason not to win and no harm in another go. Suddenly your eyes are old and you've neglected to propagate the species.

This is why this game is good. All six levels are freely

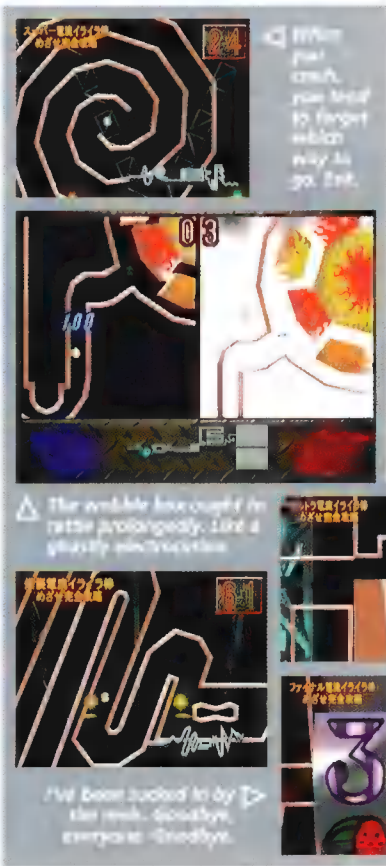
accessible. If you're gruntingly stuck, you go back and better your time on an easier one. There is no inertia. Stop moving your stick and it stops exactly. Any crashes are therefore your fault alone. Everything is dazzlingly clear and unfaultably precise. You cannot claim you ought to have slid through that gap, because that is a lie.

The time limit is more than enough to reach the next checkpoint, you can speed up and between segments is a room in which you can wait recoveringly for as long as you please. You can choose a wand that gives you three lives. The fearsome later courses' obstacles move in unwaveringly mechanical patterns. In the two-player game, your stick does not physically affect your opponent's. A pre-game flypast shows the whole maze. There are shortcuts for adventurers. It has the deceptive cleanliness of those pocket puzzles where you roll the balls into the four shallow holes.

Of course, it is cripplingly upsetting and it will definitely not relax you. Curiously, the authentic TV commentary is remarkably limited. (It appears, in fact, to be the same commentary every time. Bloke-san's empathic panic endears, however.) The invisible restart points are annoying – to know would be a small but helpful incentive. Similarly, it would perhaps be more exciting to hear a warning buzz as you dangerously neared a wall. And of course it's suspiciously character-building in its promotion of decisive action and improvement of dextrous steadiness.

A ludicrous, insulting, expensive novelty, then, but one I like a lot.

JONATHAN NASH



ACCESSIBILITY

Move the stick! Don't lose! Easy.

VISUALS

No. The Crown of Victory is acceptably mighty, though.

SOUNDS

Bang! "Oh, look out!" (In Japanese though, obviously.)

MASTERY

For the analogue stick. Truly the perfect tool.

LIFESPAN

Play it. Lose to it. Hate it. But still play it. Hatingly.

VERDICT

Impossibly simple, ruthlessly challenging fairground game. But on the N64. We respect it.

65%

HOWTO...

get the latest N64 games before everyone else

N64 Magazine's guide to
procuring games imported
from America and Japan.

by Zy Nicholson



Your local Electronics Boutique has shelves of game carts, gleaming Nintendo consoles and peripherals, so why would anyone want to pass it all up and play import games? Or look at it the other way: why wouldn't you want a UK machine?

Basically, there's nothing amiss with the UK N64. For the wondrous £99 tag you get a machine that's equipped to work with any UK telly, including hand-me-down bedroom portables; it accepts the cheaper British cartridges that clueless aunts and coerced spouses can pick up from any high street store; and, most importantly, it can be returned to the shop if anything goes wrong.

A commonly perceived drawback of the UK hardware is that the games run at slower speeds than on Japanese machines, and are saddled with ugly black borders and a squished picture. Our national grid provides for appliances that run at 50Hz rather than the US/Japanese 60Hz, true, but decent conversions from the likes of Rare and Konami have demonstrated that UK games needn't suffer greatly in this respect if the software is properly optimised.

A bigger problem exists with the video output. Technically speaking, it's impossible to refute that the best possible set-up for experiencing the N64 will involve a US or Japanese console powered through a step-down transformer; a high-end NTSC-compatible TV that accepts S-Video or SCART; an original US/Jap cartridge in the slot; and a comfy old armchair, tea-stained and cigar-blighted, that has long forgone need of an antimacassar. What you'll get is a 60Hz machine running dedicated software and producing a full screen, full speed NTSC picture. If you could compare it, side by side, with a UK machine running the same game, the disparity in picture



△ As *Wil* is forever pointing out, import games have nicer boxes too.

quality would be instantly detectable – though you have to question whether such cosmetic differences really warrant following the import path.

After all, import gaming is an expensive and elitist hobby. Increasingly, it is the preserve of the diehard gamefreak who either wishes to see obscure titles in their original form, or who simply must have the latest games before anyone else.

Here and now – Or else

Availability isn't the problem it once was. Cynically, the initial lack of N64 titles may have prompted the release of games that might otherwise never be seen over here. Titles like *Goemon* (or *Mystical Ninja* as it is now known) and *Mischief Makers* might not have made it to the UK if the climate remained the same as in the days of 16-bit, but with a captive market of N64 owners eager to expand their cartridge collections, it can prove financially viable to release less 'mainstream' titles and see them sell well. This has absolutely tremendous consequences for Brit gamers, who have traditionally suffered delays, denials and a restricted games library at the hands of Nintendo (and we've had it

good, historically, compared to our fellow Ninty fans in Spain and Australia).

A word of warning for the future, though: just because an NTSC game quickly appears in PAL format on the shelves of your local Woolies, don't assume it's up to the quality of Nintendo's in-house catalogue before checking N64's reviews. Likewise, there will still be games that we're never likely to see over here. Those of you set on enjoying *Puyo Puyo Sun 64*, *Wonder Project J2*, *Sumo wrestling sims* or obscure *J-League* footie won't be discouraged from considering the import option.

As for the matter of delays, that now boils down to the individual game. Having Rare on our side has enabled some speedy scheduling of their UK titles, but Nintendo themselves seem intent on making Europe wait months to fit some rather old-fashioned sales notions about the times of the year in which to release their own games.

Worth the effort?

Given the cost and the extraneous televisual requirements, import gaming is no longer as essential as it was in the early days of the Super NES, when Europe was either denied major triple-A titles or made to wait for achingly distant release dates. Even though Nintendo has made the same uncompromising mistakes with its PAL hardware as in previous years, the desire for more games has been met with a recent but welcome trend in clever PAL optimisation. This has established a benchmark for future conversions that should encourage all UK publishers to abide by the standard. Rest assured, our hands-on knowledge of the import scene means that those who fall short will be mercilessly indicted within the pages of N64 Magazine.

WHY ARE WE WAITING?

One of the biggest advantages of import gaming is being able to get your hands on the latest games weeks or even months before anyone else, thanks to the time it takes to convert games from the NTSC system the Japanese and Americans use to our PAL system. Here're just some of the delays you could have avoided over the last year:

Super Mario 64

Japan: June 1996
UK: Mar 1997

Mario Kart 64

Japan: Dec 1996
UK: June 1997

ISS64

Japan: Feb 1997
UK: June 1997

Blast Corps

Japan: Mar 1997
UK: Aug 1997

Lylat Wars

Japan: Apr 1997
UK: Oct 1997

GoldenEye

Japan/US: Aug 1997
UK: Nov 1997

Diddy Kong Racing

Japan/US: Nov 1997
UK: Dec 1997



△ Seems like this could become a regular feature in your life.

△ Super games like *Puyo Puyo 64* often just seem to make it to Britain.

△ Look at all this great stuff you get inside the Japanese Yoshi box. Beats a floppy manual.



Getting the right stuff

Your import console

Believe it or not, the only structural difference between a US and a Japanese N64 is a lump of plastic next to the edge connector. Peer into the cart slot and you'll see a couple of tabs that physically prevent the insertion of differently-shaped foreign cartridges. You're likely to damage your machine if you try to chisel them away through the dustflaps, so the best option is to open the machine up and saw off the offending appendages. Naturally, this invasive act instantly voids your guarantee.

The N64 is held together with special 'tamper-proof' screws, but these happily succumb to a ZE1 tamper-proof screwdriver. You'll need a decent electronics hardware store or a Maplin mail order catalogue to get hold of one of these.

Adaptors

There is another way to play imported games without buying an NTSC console/TV set-up, and that's to slot an adaptor into your PAL N64. Basically, this device sits between the N64 and the cartridge and fools your N64 into thinking that it's a local cartridge by countering or bypassing the built-in security measures.

You'll probably be using one of these with a PAL machine to play Japanese games, but adaptors that are described as 'universal' should also allow owners of NTSC machines to play PAL carts. (If it's suspiciously cheap, check you're not buying a bridge adaptor – this is really just an extension for an edge connector and not a true convertor at all.)

The age-old problem of adaptors is that you can never guarantee today's latest model will work with tomorrow's new release, so you could quickly find that your new purchase is completely out of date within a matter of weeks.

The official line on adaptors is that they can cause harm to your N64, and using one thereby invalidates your warranty. However, there's really no technical evidence to support this claim. No adaptor draws enough power to risk blowing internal fuses, and there's no way for any engineer to tell that your



machine has been host to one. On the other hand, it is possible to damage your N64 and your games by inserting cartridges loosely or the wrong way round, or disconnecting them during operation, and using an adaptor can eliminate the console's physical prevention measures to make such errors more likely.

PAL and NTSC

Not all televisions are alike, as there are two dominant TV standards in use around the world. Televisions in Japan and the US conform to a standard called NTSC, which possesses a screen resolution of 525 lines. Britain, on the other hand, has opted for the higher-quality PAL system, which uses a 625-line screen for greater definition. PAL is also the standard for Australia, the Middle East, Africa, and much of Europe (a third SECAM standard found in France, Russia and parts of Eastern Europe is really very similar to PAL).

So, although our PAL tellies are actually superior, we're scuppered by the fact that video games have traditionally hailed from either the US or Japan and are designed to support a smaller picture with a faster frame rate. Over the years, UK versions of these game consoles have either stretched the image electronically (with accompanying loss of colour, contrast and definition) or settled for black borders to account for the difference in line resolution.

Step-down transformer

If you want to run an unmodified import machine, you'll need to simulate the 110-120 volt power supply found in both the US and Japan. Your local branch of Tandy will be able to sell you a step-down transformer for £30-35, allowing you to plug in the N64's AC adaptor. Be warned that (a) the foreign two-pin plugs lack an earth lead, and (b) that sinister humming you notice late at night is made by the transformer as it watches you, and waits.

The big screen

To enjoy the performance of an import console, you're also going to need a high-end, multi-standard compatible TV with SCART and, preferably, S-video. Individual models are constantly being upgraded, so you'll need to consult with the dealer, but if you investigate TVs made by Sony and Toshiba then you're more likely to find what you need. S-video has



a higher definition than SCART, and can give a slightly washed-out look as a consequence when superficially compared to SCART, but this is usually remedied by exploring your TV's colour options. The difference is noticeable when you can compare the two by swapping leads, but very fine (rather like arguing over whether a postcard of Waterhouse's Lady of Shalott truly captures the original painting's Pre-Raphaelite attention to detail. Um, quite).

S-video enjoyed some popularity on contemporary TVs when home video cameras first took off. Now that the novelty has expired, the assumption that cameras will be used in conjunction with video recorders (and plugged in via the VCR) means that the technology has become more integrated, so you'll find that many modern TVs – even expensive Japanese models released in Europe – only boast a single or dual SCART input over the standard UHF co-axial input.

Pads

The good news is that N64 pads are universally compatible. Even if you have an import console, you can safely pick up official or third-party UK pads – and vice versa. You can still spot the difference because EC regulations require European pads to carry a plastic-shielded 'nobble' that protects against accidental electric shock. The only problem you might encounter is that Japanese pads have very short leads, given the unhealthy habit of that nation's children of sitting right in front of the telly. Extender cables are available from the likes of Fire International (01302 325225) to suit your comfy armchair needs.

Playing the leads

This is a fraught business. Even when you possess an NTSC console and the expensively compatible TV needed to enjoy it, the bits of wire you rely on to interface the two can result in conspicuously good or puzzlingly dire consequences. In some instances, leads

intended for the UK won't be appropriate for use with NTSC consoles. Our best advice here is that, where possible, try to obtain the type of leads you need at the same time as you acquire the N64 itself and quiz the dealer on their known compatibility.



S-video

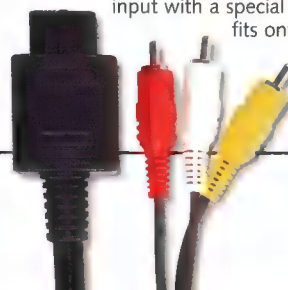
The best picture you can get. Your TV should possess a socket for a 4-pin DIN plug and auxiliary phono inputs (usually found under the front panel, rather than at the back), although some recent TVs – notably those by Toshiba – have taken to accepting their S-video input via the second SCART socket.

AV Cable

This terminates in three phono leads. The red and white wires are stereo sound outputs,

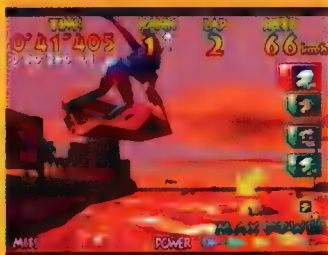
while the third yellow plug chugs out all of the picture in what's known as a composite video format. Composite signals are great for driving computer monitors (we know from letters that the old Amstrad colour monitor still sees service in some households, though we're not entirely sure how), and should also be found on modern TVs from Sony and Toshiba. It's also possible to 'fudge' a SCART

input with a special SCART plug connector that fits onto all three of your AV plugs. The picture won't be true SCART, but will slip a composite picture via the SCART socket.



Tales of the CRT

The hike in picture quality enjoyed by owners of an import machine can be demonstrated by comparing these untampered and unmodified screenshots of popular UK releases and their Japanese counterparts. As you will see, the success of the conversion is just as vital to the aesthetic of the finished composition (ahem) as the cost of the system for which you've opted.



WAVE RACE 64 (JAPAN)

Note here that the Japanese version already includes a slight border, because limiting the size of the graphics window allows for a corresponding increase in the game's running speed.



MARIO 64 (JAPAN)

The finest video game of all time, remember, seen as the world's press first judged it.



BLAST CORPS (US)

Now it gets interesting. Take a gander at a full screen, full speed slice of demolition from Rare's superb explode-a-thon.



STARFOX (JAPAN)

... Although you'd imagine that maintaining the frame rate of something as busy as this, with seemingly hundreds of enemies and laser pulses bouncing around, would be impossible to convert.



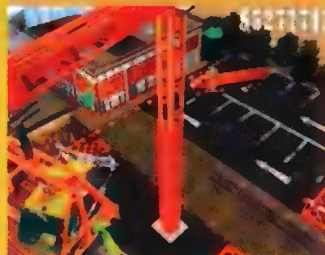
WAVE RACE 64 (UK)

One of the laziest conversions to date, rightly raising the hackles of our ever-vigilant letter-writing readership. Horrendous borders don't prevent the ocean turning into a ripple of Golden Syrup.



MARIO 64 (UK)

An interesting pastel interpretation, but still the finest video game of all time.



BLAST CORPS (UK)

What's this? A full screen, nearly full speed, full monty of a conversion. Maybe those brainy chaps at Rare could teach Nintendo a thing or two...



LYLAT WARS (UK)

Well, look at that. We reckon the bods at Nintendo have been taught a thing or two by Rare. There's really very little excuse for poor conversions after all, then, eh?

The list goes on, but an interesting trend emerges. Early Nintendo efforts have all suffered from troubled conversions, including Pilotwings and Mario Kart 64, while UK-based Rare's own

GoldenEye and Diddy Kong Racing are exemplary efforts. We'd like to presume that the most effective re-coding techniques involved are being made available to all N64 developers, so it will be

interesting to see if future third-party conversions actually render redundant one of the main arguments for import gaming.

SCART

If you own an import N64 but don't have an S-Video socket, this is the next best option. The initial problems with the N64's inability to produce an RGB signal hasn't prevented determined hobbyists from coming up with dedicated SCART leads, but be warned that the old SNES versions of multi-out-to-SCART won't work with the N64.



Audio

If using S-video and AV, you have the advantage of separate sound leads that can be used to drive a stereo directly through the auxiliary phono inputs. Unless your TV has excellent sound or is already wired up to separate speakers for the full Nicam digital stereo malarkey (not unusual, if you can afford expensive TVs in the first

RF

All UK N64s come with an RF Modulator that slips into the multi-out socket on the back. This allows you to connect it to the basic aerial socket of any TV with a standard co-axial cable.

place), it might be worth investing in a pair of cheap PC speakers to stick on either side of your armchair. Some SCART leads will also feature separate phono outputs (it's dead easy to wire this yourself if you're a dab hand with a soldering iron).

YOU'LL FIND IT ALL IN HERE

If you're interested in joining the import set (and being able to boast to all your mates about the games you've got that they have to wait for) you can order adaptors, imported games and US and Japanese N64s and games through many of N64 Magazine's advertisers. Flick through the pages for more details!



Gentlemen of import

If you're going to become a regular import gamer, you'll want to acquaint yourself with the services of one or more traders in US and Japanese hardware. We like to know the types that buy up classified ad space in the back of **N64** Magazine, so we questioned a couple of popular gaming merchants – New Generation Consoles of Leeds, and Gamefreaks of Bristol – on the import scene as they perceived it.

Who are your customers, and why do they buy import games?

NGC: They're 20-35 years old, and most of them are buying games to run on their import machines.

GF: They're young, with lots of cash, and they know what they want – your typical early adopters. Basically, they can't wait to own the games. You buy on import and you get the games early.

Do your customers generally have import machines, or do they use adaptors? Are there any drawbacks to using adaptors?

GF: Generally, they have an NTSC machine – which they've had from day one. We find, in the shop, that the earliest converters can still manage to run some of the latest third party titles, but Nintendo's own carts cause the problems by constantly changing their lock-outs. It's probably to do with cost: Nintendo themselves can afford to keep upgrading their security, but it's not as important for third parties when they've got other expenses to consider first.

NGC: We've sold something like 3,000 import machines and 7,000-8,000 converters. We were first to produce an adaptor for the N64. It's unavoidable but you find, in time, that a converter doesn't always work with every new game. *Yoshi's Story* probably won't.

What's the advantage of import gaming when compared to official releases? Any disadvantages you acknowledge?

GF: Apart from getting the games early, you've got the advantage of NTSC – it's full screen and full speed. Disadvantages? Not with the American side, but the Japanese stuff, yeah, the text can definitely present a problem.

NGC: The Japanese text is a disadvantage, but there are plenty of hardcore gamers out there who want the games as soon as they appear – regardless.

What's the oddest thing you've ever been asked to sell, order or procure?

GF: Nothing odd, really. Though we do get asked for comics and figures, sometimes manga – merchandise that ties in with video games, quite often.

NGC: Er, a pink joystick, once. Mmm.



△ The import games scene has just about managed to shed its reputation for being a bit 'bodgy'.

Is there a future in import gaming?

GF: Definitely. It's down to the manufacturers – unless they could do worldwide releases on the same day, there's always going to be an import scene. What was the difference between the Japanese and UK appearance of *Mario 64*? A year, almost?

NGC: It's thriving. We were still doing good business on SNES and Mega Drive imports, although that's tailed off a bit now. As long as there's that gap between releases in different countries, you'll always have importers providing for the hardcore gamer.

What were your highlights and lowlights of 1997? Any recommendations for 1998?

GF: *Yoshi's Story* and *Zelda* for 1998. Highlights of 1997? Ooh, *GoldenEye*, *ISS64*. There weren't many lowlights, but *MK Trilogy*, definitely. And *Cruis'n USA*. In both those cases, we took one look and didn't even bother getting them in for the shop shelves...

NGC: *Starfox*, *GoldenEye* and *DK Racing* were our best-sellers of '97. We were quite disappointed by *Lamborghini* and *Dual Heroes*, and *Cruis'n USA* was another low. But for '98, we've already had so many inquiries about *Banjo-Kazooie* that it's looking quite big.

Gentlemen, thank you.



△ An extensive stock of the N64 offering is only available for 15 minutes. Expecting customers. This is our 3rd floor.

* NGC is Next Generation Consoles, of 3 The Parade, Stonegate Road, Leeds LS6 4HZ. They can be reached on 0113 230 6007 (fax: 0113 230 6305) from 10am-7pm Mon-Sat, 12pm-6pm Sun.

* GF is Gamefreaks, who have an emporium at 20 North Street, Bedminster, Bristol BS3 1HW, tel. 01179 533935 and a 'presence' at www.Gamefreaks.co.uk.



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HOW TO...

give the Yanks
a damn good
thrashing in

NFL QUARTERBACK CLUB '98

by Max Everingham

We'll, er, assume
Max knows what he's
talking about here. It
all sounds like solid
advice to us, though.

10



Well, they had it coming, didn't they? This is, after all, the country that inflicted Hollywood, MacDonalds and sports majors (translation: doing a degree in things-like tennis, for goodness sake) on the rest of us. Then there's chewing gum. And baseball. A beating is definitely in order, then, obviously.

Hopefully, peTraw in order to maintain the admirably tremendous support they have in American sports have become showcases for glamour, excitement and funtion. Which is great news for anyone ranking enough to have bought NFL QuarterBack Club '98, as it happens, because this, as probably no Americans say anywhere at all, is payback time! This is your chance to give the Yanks the hiding they deserve and to revel in the excessive celebrations that will inevitably ensue. Er, except that your lot are American as well. Meaning you are like, an the quarterback. Oh well, it felt good for a while.

PREVIOUSLY IN N64 We reviewed NFL QuarterBack Club back in issue 10 where it was awarded 86%.

IT'LL ALL BECOME CLEAR

The manual for *NFL Quarterback Club '98* has been officially adopted as the first intelligence test in the syndicated US version of the *Krypton Factor*. Contestants struggle with the exasperation that is finding which button in hell you press to get the flipping quarterback to throw the ball. Audiences collapse with mirth as blue-faced,

teeth-gritting challengers hurl abuse at the liddle guy on the screen stood there with his liddle arm cocked back, doing... nothing. And then getting knocked over. Assuming you've worked out, however, that you have to press the trigger once to soap the ball, then again to chuck it, it may be in your interest to note the following:

PASSING

- 1 **Don't**
- 2 The left pass flag (the button) is more effective than the bullet pass (hold the button down), as the chances of the intended receiver dropping it is reduced. A little.
- 3 **WAIT A MOMENT!** Moves will be intimidated at this by the tiny amount of time allowed to get the throw off. But don't panic — most of the time, your team mates will keep the heat off you long enough for the receiver to run their routes (and



when they don't, though absolutely nothing you can do). Wait long enough for the legs to run to the planned spots, or close to them, before you throw the ball.

4 **Don't be put off by triple coverage** (i.e. your intended receiver is surrounded by three very very big, rather angry looking players). Go for a lob pass and he'll catch it.

RUNNING

- 1 **Don't**
- 2 On a hand-off play, run away from the quarterback. If you don't, he'll most likely just hand them at your way like a plunk, knocking your run and giving the other lot time to get to you.
- 3 **Don't** try to spin out of trouble. It's almost always rubbish, and if you're hit hard, you'll lose more ground than if you'd just stood still. Try a pole vault step, Right (C), bump (A) or even a hurdle (B) instead.



- 4 **Don't** be hit by a huge great brute from the other side, dive to gain an extra yard, and to prevent him from sending you back (or worse).
- 5 **When** about to be hit by a huge great brute from the other side, dive to gain an extra yard, and to prevent him from sending you back (or worse).

OFFENCE



- 1 **Look** to read your opponent's defensive formation (see below) (and the game).
- 2 **Forget** about interceptions. This is entirely a matter of chance, and no skill pressing of buttons is going to increase your chances.
- 3 **Pick** a play and snap you like, then stick with it for a while. The AI team's learning, so find one that

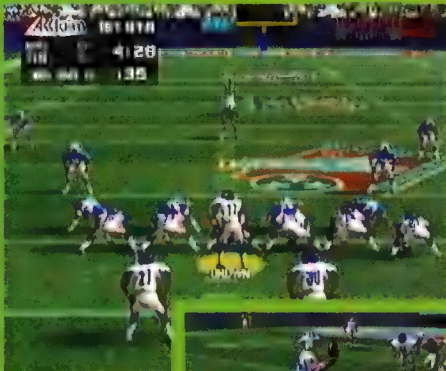
works for you and just make sure you drop the L2 button willingly to avoid the sack. Which is about the only way your offensive strategy can be foiled.

4 **Use** Green Day and pass, pass, pass. Or, if you're feeling brave and feel the need to run, go for the Detroit Lions and use our play employing Barry Sanders' magical hands. Er, running set...



DEFENCE

- 1 Don't let your opponent's offensive formation (rush tactics) beat the defensive ones.
- 2 Don't bother with a goal-line defence if the CPU is 'M and IN' (fourth down, with inches to go to make the 10 yards). Unbelievably, the computer always elects to punt, rather than go for it. Don't.
- 3 If the defence system is getting you down, use the 'Dime' formation every time. Can't go far wrong.
- 4 To increase the chances of your opponent dropping the pass, wait until the QB throws the ball, then press Bottom-C to select your nearest guy. Then hit **W** repeatedly to foil the pass. You won't get called for a Maul if you wait until the ball is in the air.



RECEIVING



- 1 Stand on the **BC** (Block) button. The manual says that pressing the C buttons (top or right, in particular) will increase your chances of catching it. This is patent nonsense. The other team has already had this manual and is wise to your plays. Just stand on the **W** and play. The exception to the above advice is that if



your receiver is in poor coverage, pressing Top-C may just give you the edge.

KICKING/PUNTING



- 1 Punt out of bounds. To do this without it singling off into the stands, just tap the joystick (aim pressing the Z button) for the first time. If the ball goes out of bounds, your opponent's defence can't run it back on the field, so play resumes from where it went off (a bit like a line-out in rugby).
- 2 If you fancy drawing penalties on a kick off, hold the controller so that your left index finger is on the trigger, and your right thumb is on the joystick. This makes it easier to give only a very light touch on the stick.



SOUND

- 1 Let Mary do it NOW.

DOWN TO THE NITTY GRITTY

The American penchant for play-by-play analysis is such that they have raised statistical tracking to an art form. The seemingly simple concept of American football, (grab piece of pig, throw or run with it to opposite end) has evolved into a maze of complex, previously unimagined options. And accordingly, in *NFL Quarterback Club '98*, the myriad play formations, player positions, tactics, statistics and what-have-you are all faithfully represented. Which is nice, but, um, useless. This may sound a bit harsh, so I have two words for you: 'Money play'. Translated out of doublespeak, this is what Julia Roberts would call 'a sure thing', and is, in this case, a play which is guaranteed to gain you a few yards. In fact, it's more often a case of many yards.

Now, the key to winning a game of football is to devise a carefully-balanced, strategic onslaught of running and passing plays, then execute it

with strength, determination and wit in defiance of your foe's grim determination to thwart you. What a pity, then, that in *NFL Quarterback Club '98*, you can mince around behind the line like a big girl's blouse, wait till the boys get into position, then hoik the pigskin skywards for a near-guaranteed reception and a closer view of the goalposts. After playing this game every day for about a month, I've come up with a (by no means exhaustive) playbook made of pure gold - all you need to do is decide how far you actually want to throw the damn thing.



UNDER 10 YARDS



It's a bit difficult to keep gains under 10 yards, to be honest. Oh, all right, if I really must:

- 1 Pro-Set - Quick Pass - B:** Give it a second until the receiver has crossed behind the opposition front line, then tap 'B' for a quick lob over their heads. Quick but sweet (av. 6-15 yds)
- 2 Pro-Set - QB sneak:** Use this one when you've only a yard or so to break down (or a first down). After the snap, run straight ahead and be ready to hit Top C (over the top) or Left C (bunch) for a backstage pass to glory.



10-20 YARDS



- 1 Wing T - Med Fast - A:** The first you get it straight ahead and, in fact, you can throw it to either A or B for a 14 or 15 yard gain every time.
- 2 Wing T - Coast - A:** For a short gain the other side of the line, let a run occur in front of you, then hit the pass-over key. Y2 yds.
- 3 Run & Shoot - X strike - A:** Empty a 100% full tank with this one. To test it, I took the Rams from their inactive to a back-down using only this play every time (single completion, four interceptions, no dropouts). This, to add insult to injury, I throw instead of I-400 for a steady two-point conversion (av. 7-13 yds)
- 4 Pro-Set - 89 hook - B:** This is fine. The trick is to wait until the intended receiver has run upright and turned around. Then fire the ball at him, straight down the middle towards your goal.

OVER 20 YARDS

Perhaps a little more prone to interception than other plays, these big-gun numbers are a joy to behold. Watch 'em and weep.

- 1 Run & Shoot - Downfall - B:** A play to savour. Hold the throw off until your receiver (B) has pegged it sufficiently downfield, then let it rip (av. 38-50 yds). My personal favourite; I took the Rams again, and they're not supposed to be much right from my 20-yard line in a touchdown in three completions. That is, throw it three times and caught it three times, with an average gain of 84 yards. And then got a two-pointer to round it off, naturally. Later, I did exactly the same thing with the Patriots, except it only took two throws.
- 2 Run & Shoot - Junction - A:** Another looping reception, lacking the huff and puff of the downfall play, but equally satisfying. No secrets, just select it and hit the button (av. 26 yds).
- 3 Run & Shoot - Deep Out - Right C:** A throw that goes way out to the right, thus giving you plenty of air time to savour. Tap the button for the lob pass, as



a ball often gets there before he does, miraculously satisfying, as a snug sort of egg (av. 24 yds).

- 4 Trips - Bomb - Right C:** A real gem, despite the initial misapprehension of the ball not exploding into a million pieces on impact. 'Glory play' numero tres (av. 20-30 yds)
- 5 Pro-Set - Streak - B:** A long gun over to the right. Wait until your man on the B button breaks right, then lob it ahead of him, so that he runs into it. Hit the flare or spin and you may well provide the deflection on your shoulder and go in for the try. Fairly low-key (av. 20-25 yds)



These plays work all the time. Well, provided that you don't get sacked (knocked over, not lose your job), and provided the muscle-loaded receiver bothers to raise his arms above knee height to catch it. This, alas, is not always the case, but you can still pretty much count on a 50% success rate. And with four goals at chucking it just 10 yards, you should be fairly well-acquainted with the emotion after the first quarter or so.



OH BLAST!

If you've been stabbing madly at the A button to get back into the action and find you've gone and selected a play formation by accident (or indeed have just made the wrong decision), fear not. Simply press the 'Start' button twice, and you'll be back at the 'play-select' stage. Saves a timeout, but only works if you have yet to choose the coverage.



NOT SLOW ENOUGH FOR YOU?

On a replay, the Top and Bottom-C buttons give you a wonderfully fluid 'slow-mo' playback, just right to relive the sublime simplicity of that bomb into the endzone. More beautiful than the replay given by using the Left and Right-C buttons, but not immediately obvious from the menu. Unlike the descriptions of all the other features, then.



IT'S MORE THAN JUST A GAME



1. Know thy enemy

One of the keys to success in the real game is to be able to read the other team's formation, so you

can anticipate what they're going to do. This is not always that easy to do, seeing as the difference between one formation and the next one can be as little as the forward movement of a single receiver. So, rather than learn them all, remember this:

- **Pass Formations (offence)** – Receivers (yellow dots on the play card) often sit the outer edges to the formation. QB tends to stand a bit further back behind the line.
- **Run formations (offence)** – Most players are likely to be standing along the line, with one or two receivers flanking, or behind, the QB.
- **Defence against the run** – If there are more than four players on the front line, they think you're going to go for a run. (Most obvious examples are the 'goal line' formation, with ALL 11 players in a slight arc along the line, and the 'eagle' formation, with an offensive 10 out of 11 standing flat and proud at the front).
- **Defence against a pass** – The players are likely to be forming a semicircle behind the line. If there are more players back than forward, you have yourself a pass defence.

Then you have the 'outward' defensive formations, dubbed 'blat' and, figuratively, 'blat'. Use them when you're too lazy to try and work out what your opponent's going to do. Or if you're just plain lazy.

Generally excellent defensive formations are:

- Goal Line = against a short run
- Eagle = against a run
- Blat = against a pass
- 4-3 = when you're unsure

2. Taking the pass

More often it's not sufficient a punishment to inflict on the enemy, of course. He needs to be humiliated. It's good for him, too, with a semi-punt conversion seems just a tad too forward, be mug big-style and go for the extra point throw, putting it back where it just came from. Sure, you've just



been in the stadium, you see!

And this is how: Field goal – Pass Fail – A

There's a trick to this one. You have to wait until a second before you take the hit from the tumbling defences, usually one being down on you from either side, then tap A for the pass. No, I know it's scary, but you want the play don't you?

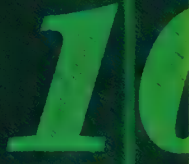
3. When winning isn't enough

Annihilating the defence has its merits, naturally, but these games a time when even the sweetest victory is



complete and crushing victory from its favour. This is how, then, to the NFL Quarterback name-game, namely:

1. Die down replay mode to judge the most yardage lost in a 'bounce back' tackle on a punt return. Keep a tally with your pals and the most yards lost wins.
2. Hold a rongo to see who can do the most spins, dives and other monkey business in the time between the play ending and being returned to the play-select screen. I personally recommend the painless 'wheel' tackle.
3. In 5-man play, stage a competition to record the best lilly ol' Marv saying 'That was a PUNISHING tackle in a single game. The winner gets to play with the sound off next game.'



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HOW TO...

get the best from your bike in

EXTREME G

"Too fast for its own good"? Nonsense. Strap yourself in, if you think you can handle it...

by Jes Bickham

Extrême G. A speedy, adrenaline soaked rush of guns, explosions and toupee-ripping speed, with an extra dose of speed, topped off with a sprinkling of grated speed for good measure. You'd be right in thinking it's a bit nippy, then.

Because Extreme G is possibly the fastest game you'll ever play. Initially, it's all a bit much, as you career into corners and slam into walls, unable to cope with the ridiculous acceleration and "she canna take n'more!" velocity. But, plenty of practice, and an understanding of the finer points of cyber-bike handling will both ensure you're well on the way to experiencing the most vicious, exciting, tense race of your life. With guns. And speed.

PREVIOUSLY IN N64

We reviewed Extreme G back in N64/9. Where it scored 87%.

On the right track

Extreme G plays markedly differently from other racing games. Notably, for most of the game, you'll find that you're walled in: the tracks are surrounded by an invisible forcefield, so it's impossible to swerve on to the scenery. It's a concession to the speed of the game, but understanding these parameters is the key to success in *Extreme G*.

You'll find that by restricting where you can go, races become incredibly tense as you simultaneously swerve, shoot and dodge.



Get a handle on this



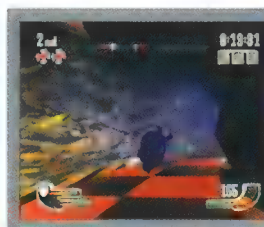
Your bike will only turn so far: it's impossible to turn right around and head up the track the wrong way, for example. It's another quirk that keeps the focus on going as fast as possible, and all the intense 200mph tactical decisions that this entails. Thankfully, rather than just simple left/right, accelerate/brake functions, you're given an extra tool: the powerslide. This is your single greatest ally in the world of *Mad Future Racing*. Used via the right shoulder button, it leans your bike and skids it slightly, giving you vital extra turnage.



Learn to love it. It's essential if you're going to navigate snaking chicanes and right-angled corners. It's also a godsend as you dodge missiles and overtake opponents within the narrow tracks, trying to avoid the dreaded deceleration.

Asphalt ballet

Right then. You can't actually 'crash' as such: clipping walls or the aforementioned forcefield will slow you down or stop you dead. Likewise, damage taken from weapons will do the same (your bike can't be destroyed – once your shields are worn down to nothing, any successive hits will bring you to a grinding halt). Your aim, therefore, is to avoid being slowed down at all. Speed, literally, is the name of the game. As such, familiarisation with the tracks is essential. It's vital to know where the next corner is.



Nitros



Your bike is given three nitros per race. Be very, very careful with these. They boost your bike to quite insane speeds. They're best used on straights or jumps as an unexpected corner will result in unfortunate bike/wall interfacing.



CHEATS NEVER PROSPER

Yes they do. Well, these aren't really cheats as much as quirks: complete a given stage on a given difficulty level and you'll be rewarded with a password that you enter as your name (lower case letters). Here's what we've found so far.

- roller*: changes all bikes into boulders (?)
- fisheye*: changes the camera into a distorted view.
- magnify*: enlarges everything, giving the impression of slowness.
- banana*: constant powersliding.
- wired*: changes scenery into wireframe graphics (making the game seem, more than ever, like a rollercoaster).
- stealth*: all bikes become invisible, identifiable only by their shadows.
- antigrav*: turns the game upside down, with the controls appropriately reversed.
- ghostly*: turns the background transparent.
- xtreme*: speeds up the game.
- uglymode*: pixelates the graphics.
- nitroid*: gives you unlimited nitros.
- arsenal*: gives you a missile every few seconds.

And here're some passwords:

- 51GG95: all levels and the Roach.
- 61GGB5 same as above plus the Neon bike.
- 81GGD5: all of above plus the secret track.

and one more:

If you're playing 'Shoot-em-up', enter your name as *fergus*. The drone bikes have now become scary heads that belong, presumably, to poor Fergus himself.



THE BIKES

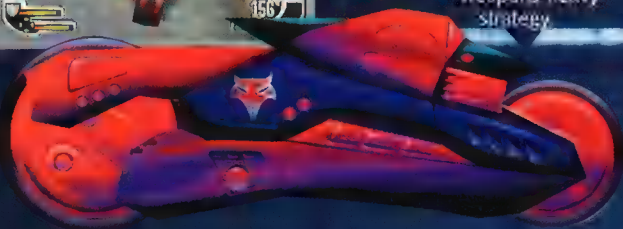
They may look like shoeboxes, but they're high performance machines really. With guns.

APOLLYON:

Default Weapon: Pulse Cannon

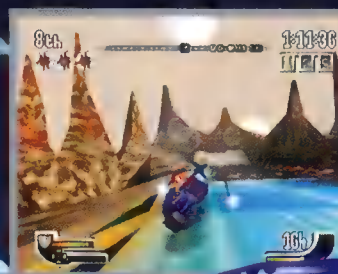


One for the bloodthirsty amongst you (high acceleration) and top speed coupled with excellent weapons power mean that this is perfect for the reckless firebrand. The downside is that, because it's built for offensive tactics, handling is poor and shields are low. Use Apollyon if you're going for a weapons-heavy strategy.



RAZE:

Default Weapon: Laser Cannon



A curious mixed bag of a bike, Raze appears to be built for speed, despite a puzzlingly awful rate of acceleration. A fine top speed, good handling and excellent weapons capacity make, in reality, for something of a ubiquitous choice, able to adapt to several styles of play.



RANA:

Default Weapon: Pulse Cannon



One for the more experienced racer, Rana mixes a low rate of acceleration with more than acceptable speed and weapons power; handling and shields are rather average. If you're confident in your Extreme G skills, this bike may suit you over others with more playful charms.



KHAN:

Default Weapon: Exel Cannon



Although touted as one for beginners, Khan is a fine choice for anyone. Admittedly, you won't make an impact if you're going for a game of carnage; nice, but those who rely more on skill and grace will find great acceleration and shields with nifty handling and top speed) make for a more gentlemanly contest.



SECRET BIKES

Oh yes. Complete the game on the easiest difficulty and the natty Roach can be yours. Succeed in the higher difficulty stakes, though, and the truly brilliant Neon is available.

ROACH:

Default Weapon: Exel Cannon

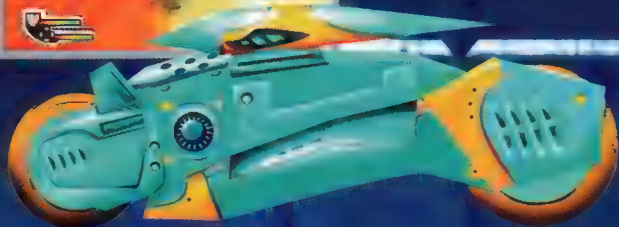


The Roach is almost perfect in every area, outstripping all the other bikes in every possible category. Suited for any kind of game you wish to play. The truly magnificent speeds require some getting used to, though.

JOLT:
Default Weapon: Excel Cannon



Another mid-pair of a bike that excels in speed with okay handling but is fairly poor in every other area. We can't say that Jolt is particularly recommended, as all the other bikes fare better overall.



MAIM:
Default Weapon: Laser Cannon



Another offensive choice, as its violent name suggests. Pretty similar to Apollyon, but slightly slower (although it handles fractionally better).



GRIMACE:
Default Weapon: Laser Cannon



Looks a bit nasty with its scary be-fanged paintwork. Not too easy to handle, and low weapons capacity will turn a missile into a spud gun, meaning a huge penalty for speed. Top acceleration and superb top speed (and excellent shields) should appeal to the racer who likes to keep his eyes on the track and not get involved with all this shooting business.



MOOGA:
Default Weapon: Pulse Cannon



A redoubtable workhorse, this one. Firmly in the built-for-defense camp. No acceleration to speak of, but the top speed is ace, handling is good and top-notch shields mean that a fusillade of heat-seekers will have all the effect of lightly falling rain. A firm favourite in the multi-player stakes, where the lack of acceleration makes for a more controllable game.



NEON:
Default Weapon: Laser Cannon



The ultimate bike, Neon is even more accomplished than the Rosch. As such, you'll never want to use another bike again. Nuff said.



SECRET TRACK!
There's a secret track that's garnered after you complete the whole game on all difficulty levels. It's disappointingly small, being a twisty road running around a mountain, surrounded by the sea. Still, it makes for an intense, if short, experience.



MULTIPLAYER
The general consensus is that the multiplayer modes in *Extreme G* are not as good as the one player game. Tish. The reason it fails is that you really need players who know the game inside out: if you've got friends who know what they're doing and can cope with the ridiculous speed, you'll find that it's incredibly good fun, tense and exciting. Otherwise, it's a bit tedious, as novice players crash continually into walls and swerve all over the place as you streak ahead. Practice makes perfect, that's our motto. Or is it "it's your turn to make the tea"? I can never remember.



VIOLENCE DIDN'T

Well, unfortunately it has. The Gulf War would have been over a lot quicker if Mr. Hussein had agreed to a quick round of Jenga, for instance. Still, where would futuristic racing games be without a selection of outlandish instruments of destruction? Nowhere, of course.



Default weapons

Each bike is fitted with one of three default guns. They run on a power source similar to that of your shields, signified by a power bar on your screen. Continual use will deplete the power, but they'll eventually recharge. You'll find you can get a lock-on of sorts: shoot someone and keep firing. Your gun will track them slightly to the sides if they swerve.



Laser cannon
This fires continuously and slows your opponents down considerably. Unfortunately it doesn't do any shield damage, but is highly useful nonetheless.



Pulse cannon
The weakest of the three guns, the Pulse Cannon has a slow rate of fire and does next to no damage. Pretty useless, actually.



Excel cannon
Superb. A high rate of fire and big damage potential make this the weapon of choice, if you're lucky enough to have it on your bike.

SOLVE ANYTHING

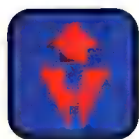
Pick-up weapons

An eclectic mix of weapons. You'll need to know exactly what each one does before you'll find them useful. And if you've not got complete mastery of your bike, you'll more often than not find them a liability. Respect space and distance: because you're going so fast, it's easy to drive into the blast of your own weapon.



Missile

A front mounted missile. Common and not particularly powerful, use it only when you've got someone squarely in your sights.



Homing missile

Cracking. This locks on to the nearest enemy and relentlessly hunts them, no matter how far away they are.



Phosphor flare

Rear mounted, it blinds your opponents momentarily. Best used in highly congested moments to give you the chance to pull ahead of the pack.



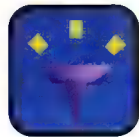
Invisibility

Simply makes you disappear – you can still be hurt, though. Use this ostensibly if you're about to overtake someone – they'll never know you're there 'til it's too late.



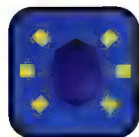
Invulnerability

Does exactly what it says. Handy in all sorts of scrapes.



Tractor beam

Pulls the nearest bike back whilst pulling you forward. Handy for breaking free of the pack or if you need to catch up.



Power shield

Protects you for a while. Keep an eye out for bikes coming up behind you – this is great for anticipating incoming fire and will sap the shields of anyone who comes into contact with it.



Mortar rocket

A trajectory weapon. Thus, try not use this in a tunnel or enclosed area. Hard to judge accurately – those directly in front of you are your best bet, as they'll drive directly into the blast.



Laser limpet mine

Best used as insurance when you're in the lead, the limpet mine sticks to either wall and emits a laser trip-beam. A firm top-of-the-jump favourite.



Morning star

Basically, a mine on a stick. For the best results, try to stick this on a blind corner or at the top of a jump.



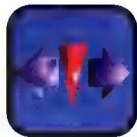
Proximity mine

This will gravitate toward your nearest rearward opponent. And explode.



Multiple needle missiles

A quite glorious fan of explosive beauty, these fire ahead in a wide area. Use 'em on groups of leading opponents, as you're pretty much guaranteed of a hit.



Ion side blast

Perfect to prevent opponents overtaking, this fella projects beams of energy to either side. Alternatively, sneak up behind someone and surprise them as you race ahead.



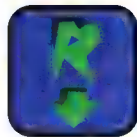
Flame exhaust

Fantastic. Fry anyone behind you with a lengthy tail of fire.



Wally warp

A complex and highly tactical portable black hole. Drop the exit point first and then the entrance half a lap ahead. Use in a narrow corridor where it's difficult to manoeuvre around it or at the top of a jump or round a blind corner.



Rear missiles

These fire behind you, and are perfect for eliminating unwanted pursuers.



Static pulse

Smashing. A tidal wave of energy surges up the track, rendering the steering and weapons of any unlucky bikes useless for worrisome seconds. Best used on tricky chicanes, jumps and any difficult corner.




Shield recharge

Red spheres dotted liberally around the courses. It's vital that you use these continually to replenish your shields.

THAT'S MORE LIKE IT

Value for money is a big consideration when buying a racing game. *Extreme G* fares well here, as you have to work to learn it, and as you progress, the better it becomes. Consider its myriad one player modes, twelve tracks (plus one secret) and four battle arenas also, and you'll see that Acclaim have certainly crammed all they can in. Other racing games don't come off quite as lightly: *Mario Kart 64* has 16 tracks and four battle arenas, sure, but is far too easy, with only the multiplayer mode to ensure longevity. *Top Gear Rally?* Five tracks. *Multi Racing Championship?* Three (Three? Three?! What were they thinking?). *Wave Race* is better, with nine courses, and then, of course, there's *Diddy Kong Racing*, which is bigger than *Godzilla's* dad. With a hernia. All of which is to say that there's a moral in there somewhere, but we're blown if we know what it is.

HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply 

PUBLISHING SEC

Sometimes, once in a while, a game comes along that demands your non-stop attention. And after a smidgen of playing you come to realise you're actually quite good at it. Then, a couple of days later, you're teetering on the edge of being a bit of an expert. At this point, then, there is only one path to follow: Help Wanted.

See, here at N64 Magazine, we always value the input of our readers, especially when we're well aware that sometimes – just *sometimes* – you could actually give us a darned good run for our money. And, accordingly, what we want to do is give you a chance to strut your gamesplaying stuff and lend a hand to all N64 Magazine's other readers in the process.

If we decide your efforts are good enough the rewards are outstanding. Or, at least, warm. Send us something we like and we'll return the complement with a heaving great N64 Magazine jacket which, we've been told by local homeboy James, are "wicked". Get writing!

The rules

- Your guide wants to consist of about 2000 words of expert advice on a game you've played until you're blue in the face.
- Rather than trying to cover the whole game, follow the example of 'Help Wanted' features we've run so far and focus on one aspect of the game. (Tom, here, has looked at multiplayer *GoldenEye*, for example.)
- It's detailed briefing that's the most important thing, so don't worry too much about pictures or presentation. Wil and Paul'll do all that.

Please send your contribution to:
Help Wanted, N64 Magazine,
30 Monmouth Street, Bath BA1 2BW.

Remember to include [1] your name, [2] your address and [3] the size of the N64 Magazine jacket (S, M or L) you'd like if your guide is published.

Oh, and you'll probably stand a better chance of getting published if you go for something a bit 'different' – maybe not a multiplayer guide, for a change, and a less-obvious game.

HOW TO...

ensure victory every time in **GOLDENEYE'S** deathmatch

by N64 Magazine spy Tom Chase (with some M-style extra secrets from Tim Weaver.)

GoldenEye is an amazing game. Its 18 (plus two secret) levels are awesome. Surely only being able to breath is as good. But after completion of the one-player game (which is no small task), there's still a wealth of stuff to grapple with. Indeed, the best is still to come. The multiplayer mode actually rivals the main game with little effort. But bringing across the skills you've learned from the one-player game isn't enough – there are extra tricks to be learned if you're going to be the best. Read on...



GENERAL TIPS

Characters

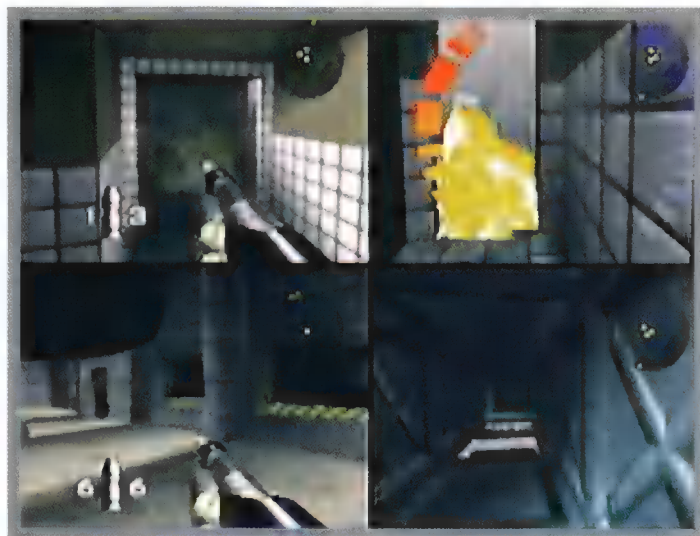
Despite what **N64** Magazine said in issue nine, there's actually more difference in the way characters play than you'd initially think.

Primarily, of course, it's their heights. This is possibly the main thing you should consider when choosing your character. Jaws, for example, finds it difficult to peer through doors whilst Oddjob can't see at all. But, conversely, Jaws has to physically adjust his sights to get a hit in on a smaller character while Oddjob or the Helicopter Pilot don't have to. Secondly, there's a small difference in speed. This comes into the equation when you're running away from or chasing an opponent. Characters like Jaws are faster, due to their longer leg stride. And, thirdly, you have to consider colour. A scientist, for example, sticks out a mile in the Temple but can't be seen as well against the white walls of the Bunker.



Doors

Doors play a significant part in multiplayer *GoldenEye*. Annoyingly, they slow you up a heck of a lot when you're being chased and, also, will prove frustrating when you're *doing* the chasing, particularly at a distance. To combat this, you can do a number of things: close them as you're running (providing they're open in the first place) by pressing B, place mines on them, and shoot through them. The more powerful weapons, from the ZMG upwards, can penetrate doors, and, of course, you can always take advantage of the fact that, when you get up close to doors, your hand goes straight through them. The best weapons to use in these situations are the Grenade and Rocket Launcher, especially as their flames spread quickly and lethally.



Aiming



The first thing to remember is that the game has an auto-lock option, which aids long distance firing no end. But for exact targeting it's best to use the bring-upable red target provided. Hold the top right shoulder button to get the target up on screen and then use the analogue stick for exact movement,

pressing fire as and when. One of the best places to use this is through glass panels and holes in the floor, like the Temple's. It's easier to shoot someone while looking or going down a slope than it is going up. And, make sure you're not at the flat bit at the top of the slope and your opponent is at the bottom, or you'll be aiming straight ahead.

Reloading

A very simple task. Just press B when not up against a door. Watch out, though – sometimes this is just the time for an opponent to burst in. And, especially in stalemate situations – and the different play modes, such as Licence to Kill – reloading can actually cost you the game.

Stealing

It's worth remembering that when someone dies, they leave their guns and ammo behind. Simply walk over the body to pick up leftovers, but watch out for active mines and pinless grenades.

Under attack



Sometimes, after you die, you appear right next to someone with a weapon. Whatever you do, try to avoid having your back to them, especially as the further away you get, the easier it is to take advantage of the auto-aim. Instead, it's best to run straight at them. This confuses opponents, making it difficult to get an aim, especially if you try giving them a good slap.

Weapon locations

When you start a Deathmatch you'll have no weapons. At this point, try to get as far away from your opponents as possible and head for weapon and ammo locations. Success with weapons comes from remembering where the major ones are placed. When you discover a good one, make a mental note of where it is. Remember, if you find ammo, the weapon you use it with is invariably close by.



WEAPONS

The other key to succeeding in *GoldenEye's* Deathmatch is the mastery of its weapons. Most of them you'll have seen in one-player but, perhaps, much of the time, things like the rocket launchers won't have been used. Here, then, is a full rundown, including the number of head and body hits each weapon takes to kill someone.

SLAP/PUNCH



Head Hits: 16
Body Hits: 16
Briefing: An effective last resort weapon for smaller characters, but larger players may suffer from having to aim their fists downwards using the target.

DD44 DOSTOVOI



Head Hits: 2
Body Hits: 4
Briefing: A similar gun to the PPK but a good deal more powerful both from long range and up close. Medium reload time, but the best handgun available.

PHANTOM



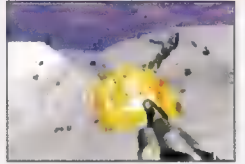
Head Hits: 2
Body Hits: 4
Briefing: Fast all-rounder, superbly accurate. Its only weakness is that it eats away at the ammo.

MAGNUM



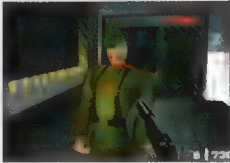
Head Hits: 1
Body Hits: 3
Briefing: Handles similarly to the DD44 and PPK and lacks precision but, crucially, is devastatingly powerful in the right hands.

GRENADE LAUNCHER



Head Hits: 1
Body Hits: 1
Briefing: Better than the Rocket Launcher in all departments. More powerful, quicker to reload and able to bounce around walls and corners.

WALTHER PPK



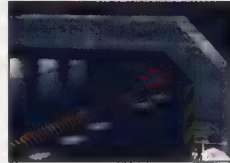
Head Hits: 2
Body Hits: 5
Briefing: Lacks rapid fire and takes time to reload, but good from distances and surprisingly powerful considering its size.

AUTOMATIC SHOTGUN



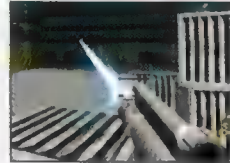
Head Hits: 2
Body Hits: 2
Briefing: A superbly powerful gun with an excellent range. Its only fault is its ludicrously slow reload time. But two direct hits are all you need.

SNIPER RIFLE



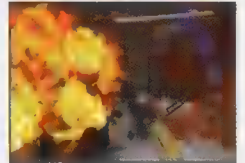
Head Hits: 2
Body Hits: 4
Briefing: Only worth pursuing if it's your only weapon, the Sniper Rifle is good if you've got time. But in a Deathmatch, you don't.

MOONRAKER LASER



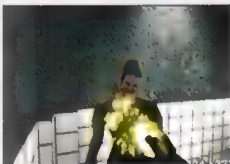
Head Hits: 1
Body Hits: 2
Briefing: No reload time, unlimited ammo and strong from all distances. In Licence to Kill mode, though, you may suffer due to its slow firing speed.

GRENADE



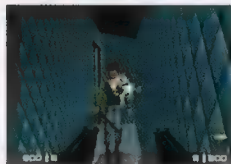
Head Hits: 1
Body Hits: 1
Briefing: Powerful and with a pretty resultant explosion. Bounce around walls or throw down corridors in anticipation. Weakness: they take ages to detonate.

KFV SOVIET



Head Hits: 2
Body Hits: 4
Briefing: One of the best widely available weapons. Very good rate of fire and impact. Handles a little loosely but a good all-rounder.

ZMG 9MM



Head Hits: 2
Body Hits: 4
Briefing: One of the best automatics, the ZMG 9mm has superior accuracy, a fabulous rate of fire and speedy reload times. Definitely one of the best.

AR33 ASSAULT RIFLE



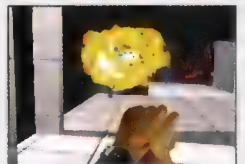
Head Hits: 2
Body Hits: 3
Briefing: Rapid firing and quick reload time. Zoom means it's effective from a distance, if you've the time to pick out your target.

GOLDEN GUN



Head Hits: 1
Body Hits: 1
Briefing: Will kill anyone in one shot. Not particularly fast to reload or rapid fire but memorise their location in each arena and you'll be assured of victory.

MINES



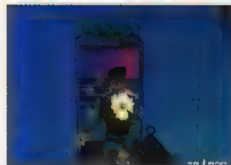
Head Hits: 1
Body Hits: 1
Briefing: [1] Timed. Lay if being chased or throw from above. Rapid detonation. [2] Remote. Use watch to detonate or A and B buttons together. You can detonate several at once. [3] Proximity. The deadliest mine. Anyone coming close will detonate it, including whoever laid it.

KLOBB



Head Hits: 4
Body Hits: 9
Briefing: Limited in range and lacking power, the Klobb is only good at close quarters. It has got a rapid rate of fire, but it takes an age to reload. Poorish performer.

DSK DEUSTCHE



Head Hits: 2
Body Hits: 4
Briefing: Good rate of fire, devastating with a silencer and fast to reload. Not dissimilar to the ZMG, in fact. Satisfyingly powerful.

RC-P90



Head Hits: 2
Body Hits: 3
Briefing: An ammo-eater but accurate, with a fast reload and the best rate of fire of all the guns. Excellent from all distances. Perhaps the ultimate power weapon.

ROCKET LAUNCHER



Head Hits: 1
Body Hits: 1
Briefing: Not very accurate but the resulting explosion will kill anything within a distance of five steps. Good for long distance mayhem.

SNIPER RIFLE BUTT

Head Hits: 18
Body Hits: 18
Briefing: Don't ever use this. It's less effective than the slap.

THROWING KNIVES

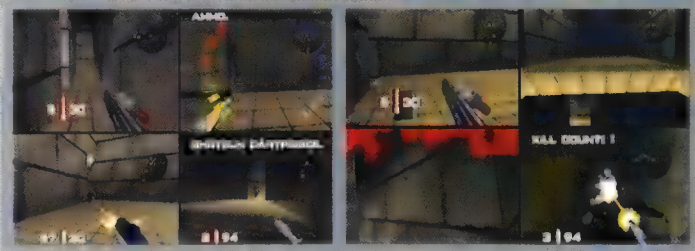
Head Hits: 1
Body Hits: 2
Briefing: Very inaccurate and hard to aim but, if used successfully, can be effective.

THE LEVELS

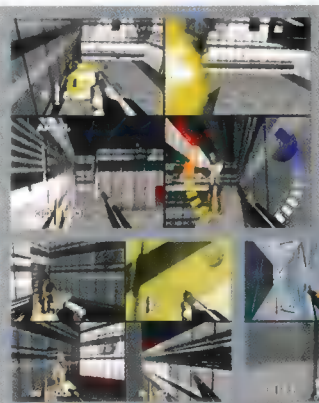
Playing the one-player game is a good way of learning the layout of the Deathmatch levels. Every one of them is big and difficult to navigate. Learn what the secret doors look like, learn the best areas to be in and learn where the best pick-ups are to be found. And if that doesn't help, maybe this will...

Temple

The central area is a great place to stick mines as most players will pass through here to get from side to side. There's also a large hole in the middle of the top floor for you to shoot down through. Something else worth remembering: there's four entrances to the central rooms so, when picking up ammo or meandering through, always have your wits about you. The best weapons are in the room, through one of the middle doors on the bottom central area, and to the right. There's also Body Armour here.



Complex



Because this arena is built on several levels (is it two or three? It's difficult to tell), don't forget to fire down on people from the various raised sections. Also, use the secret air vents and crawl spaces dotted about the place to rid yourself of chasing opponents and switch direction quickly. This is a massive arena and, therefore, even

when you think you're in a dead end and with your back to a wall, it's quite possible opponents could appear around you. The best weapons are in the yellow and blue area in the middle.

Caves

Not one of the strongest Deathmatch locations, particularly as it's very, very easy to get lost. To combat this stay high and in the same basic area, letting opponents come to you. Only venture out when you have one of the best weapons on you and some body armour and you can afford to take hits to your body. (Then take out your perpetrators with the minimum of firepower.) The best weapons are hidden up the ramp to the edge of the arena. Watch out for mines and make use of the shadows.



Library (stack and basement)

Remember that this is one of the few arenas where there are three positions from which to obtain heavy weaponry. (And the Golden Gun is on the upper level, just along from the body armour.) Try to avoid wandering about on the middle floor as you can be picked off from the top area and, in the basement, stick to the corridors, rather than the pillared areas, so you can always see a potential opponent. Also: you can shoot through the walkways that run around the top floor.



Facility

The Facility is split into two sections, divided by the three security doors. Make use of situations where your opponents are battling it out in one section by collecting the best weapons and body armour and then attacking them from behind. At least once in every Facility game, someone will die then reincarnate in the air vent in the toilets. Cunning adversaries will almost certainly make use of this, especially with grenade launchers. However, the best weapon in the game is also located here so quick wittedness will pay off.



Bunker

Another fantastic level, the Bunker requires a sound knowledge of its layout to get the most out of Deathmatching. Remember the locations of the body

armour – in the firing range and the area that had the drone guns in it in one-player – and work around these. Both have good weapons nearby, particularly the firing range. Also, if you're willing to play a patient game, use the windows in the glass doors to pick off other players. Try not to get caught at the exit to the bunker as there're no weapons outside.



Archives

A bit of a grower, this. At first, it seems too small but there's plenty of scope for cunning play, especially with grenade launchers. There are two secret passages, one at the end by the tiled door and the other in the cell. The former contains the best weapon in the game and the latter has some body

armour. If desperate to fend off opponents, try barricading yourself downstairs where there is body armour and good weapons. Due to its intricate layout, be careful of opponents coming from behind you.



Caverns

A big, mazy arena and, thus, one where it's very easy to get lost. Stick to the walkways, particularly downstairs, where there are good weapons and body armour. If you do venture out beyond the corridors, try to stick to the smaller caverns as there are multiple entrances in the bigger ones and, thus, it's far easier to get caught in a cross-fire. Use the doors to your advantage as, at both of their sides, there's space to stand up against the wall and wait for opponents to come through.



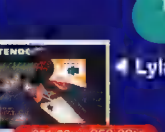
Aztec

Only available on completion of the game, the Aztec level is a cunning mixture of stairwells, wide open spaces and claustrophobic corridors. The chances are, you won't have been given the chance to explore it very much in one-player, so use the Deathmatch setting to get to know its layout. The best weapons to use on this level are the ones with zooms, especially as you can see opponents running about behind grills. Actually not too dissimilar to the Temple. **N**



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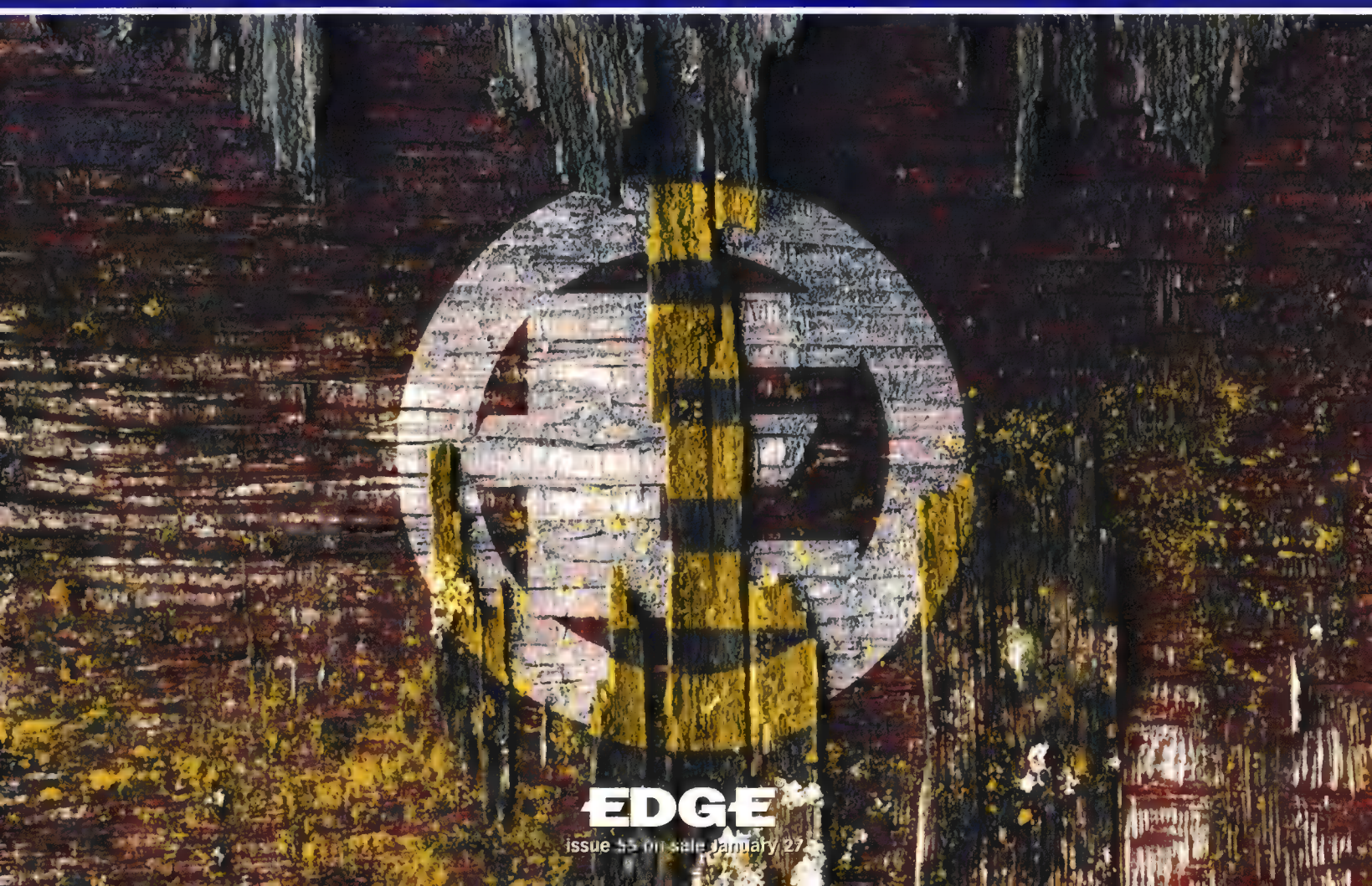
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TIPS EXTRA

Plug the cart in, switch the N64 on and listen to the disturbing laughter of small children. It can only be *Diddy Kong Racing*. And to help you with Rare's fab new adventure racer, here's a smattering of helpful tippage...

Diddy Kong Racing

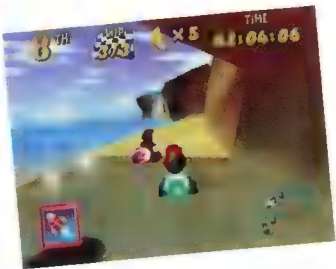
SPEEDING STUFF 1



There are two strengths of speed start – purple (weak) and blue (strong). Wait until "Get ready" appears and press the accelerator just before "Go". Time it right and you'll boost off the line with one of the aforementioned turbos. Get it wrong, though, and you'll just have to accelerate in an altogether more mundane manner.

SPEEDING STUFF 2

Zippers give you a speed boost if you drive over them (or through them, as they're in ring form if you're using the plane). There are, however, 'Degrees of Zip' (not to be confused with that Kevin Bacon game). The power surge will be longer if you hit the zipper with the acceleration off



(big zips = green tail light, shorter zips = purple tail light). Using the accelerator will shorten the zip duration. For the best of all possible zips, hit the speed-up with no accelerator, and only re-apply it when

the green tail light has faded to smoke.

CONQUER CORNERING

Three vehicles. Different Handling. Read and learn...

KART CORNERING

Touch the brake as you corner to turn more sharply. To pull off a ridiculously



tight corner (that'll slow you down considerably), hold down the shoulder button (to two wheel corner) and dab the brake. Keep the accelerator held on both occasions.

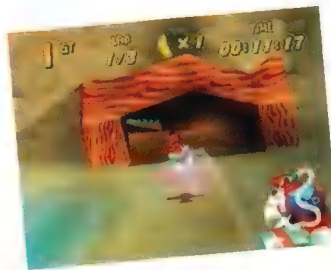
HOVERCRAFT CORNERING

A tricky blighter and no mistake. Turning too sharply will stop you dead. Use only slight turns in conjunction with rapid presses of the shoulder 'bounce' button.



PLANE CORNERING

Holding the shoulder button will allow you to bank and turn in a



sharper fashion. For the sharpest of corners, use the same technique as with the kart (shoulder, accelerate and brake). Strangely, double taps on the shoulder buttons will elicit rolls or loops (depending on the position of the analogue stick).

SECRET CHARACTERS!

Drumstick: He's, yes, a turkey. To find Drumstick, go to the pond on adventure island. You'll find some frogs, one of which sports a natty little crest. In a definite cruel/kind interface, run him over and POP! Drumstick appears. (He'd been turned into a frog by Wizpig. Obviously.) He's pleasingly fast, but his heavy handling (due to his Paxo-induced size) makes for some tricky cornering.

TT: A giant, if you will, stopwatch. TT is blindingly fast (if a little tricky to control initially), and is about as good as you can get. It is, however, incredibly difficult to



get him. There's a time trial for every track, and you'll have to, respectively, race ghosts of your own performance until you break a certain qualifying time, race against your own ghost and TT's ghost (beating them both), and then do this for all twenty tracks. Ulp. Still, it's all worth it – TT's perfect for conquering Adventure 2.



READERS' TOP TEN TIPS



And so the New Year ushers in a veritable deluge of tips from you, our devoted readers, eager to share the ripe fruits of your gaming with N64 fans the world over. We've, again, got some splendid stuff for you, including an all new Mario Kart shortcut from Jonathan Christian and a quite remarkable Shadows

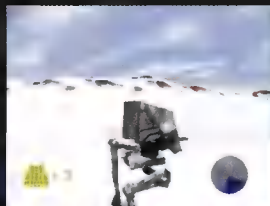
Of The Empire discovery, courtesy of Daniel Glenfield. There's also a couple of new tips for GoldenEye. As usual, all the tips we print win a freshly minted N64 badge, and the toppermost tipper clutches a Mako Pad from the gorgeous Interact (01204 862 026) to his bosom like all the gold in the world. Niice, eh?

1. MARIO KART 64



Choco Mountain shortcut: Turn around from the start and turn around by the first hump. Drive up to the left, hopping gradually to the top in a sideways/left movement (toward the billboard nearest the start line). Time it right so that you reach the top before you meet a protruding spike. You can then jump over the course to the tunnel exit. This shortcut works best with lighter characters.
Jonathan Christian, Bolton

2. SHADOWS OF THE EMPIRE

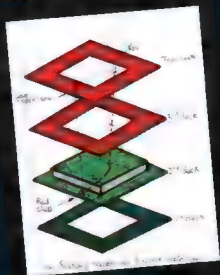


Two-player mode: Perform the Wampa Skewer cheat on any of the Doom levels (see N64/5 for

details). Now using the D-pad, go and find Dash. Once he's found, player 1 can use the D-pad to control the Wampa/Stormtrooper while player 2 uses the analogue stick and buttons to control Dash. In this mode Dash can open doors for the Wampa/Stormtrooper, letting them access new areas!
Daniel Glenfield, Abingdon

3. MARIO KART 64

On Double Deck Battle Mode (2 players), make sure both players are on the top deck and facing each other with the gap between them. If one of the players fires a red shell it will go down the hole and rest beneath the other player. When that player moves, the shell will follow them!
Richard Sleigh and Edward Walmsley, Stockport, and Russell Auld, Renfrewshire



4. LYLAT WARS

If you've got the Landmaster in multiplayer mode, hover above a

building using Z and R, and then fall 'into' it. You'll now be able to snoot other opponents but remain completely safe.
Jason Cuddy, Stirling and Thomas McMahon, Newbury

5. MARIO KART 64



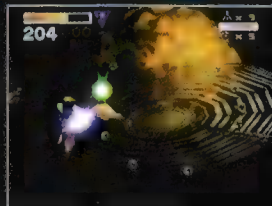
If you're Toad or a light character, by ramming an opponent and pressing R you can bounce from the floor to the top fort on Block Fort without losing a balloon.
Kyle Hirst, Birmingham

6. GOLDENEYE 007

After installing the mod on level 1 (Dam), look closely down. There's a grille on the floor, under which a

guard occasionally passes. Shoot him, and when you enter the final room to download the data, there'll be no-one to alert the other guards to your presence.
Joe Beiger, London

7. LYLAT WARS



On Area 6, fire one or two bombs into the mine field. This should give you about 50 points, making the level much easier to get a medal on.



8. GOLDENEYE 007

You'll know that by shooting scientists, you can make them pull out a gun. Well, on facility (Secret Agent), go to the room with Dr. Doak and shoot a scientist in the stomach and then

the knee. He'll pull a gun. Shoot him again in the arm or knee, and he'll drop a grenade in front of himself. Watch him fly - it's mad!
Oliver Kettle, Bolton

9. ISS 64

Go to practice mode and choose Free training. Stand still on the spot with the ball at your feet, press and hold Left-C, and your player will flick the ball above his head and proceed to juggle you with his ball skills, keeping the ball in the air using his head, shoulders, knees and feet.
Danny Mundy, Bristol



10. LYLAT WARS

Complete the game (with all medals) to get expert mode. When you've completed expert mode, on the options menu there will be a new option, 'PLAY AS JAMES McCLOUD'. (Chiny reckon. - Ed)
Bary Atwood, North Harrow

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it straight to us! Each month we'll include 10 of the best and every tip printed wins a rather special N64 badge. And if your tip's the best we'll send something even better. Just one thing - try not to send stuff we've already printed.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

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If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.



You're through to...

THE NINTENDO

If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

Aren't Nintendo brilliant? Brilliant, eh? Yoshi's Story? Brilliant! Isn't it all so brilliant? Aren't sticks brilliant? Not as good as Nintendo's though, cos they're brilliant! And they're black and they sit there and you can play them. Brilliant! Isn't this column brilliant? Cos you can read it and then read it again. Anyway, I'm off to play Nintendo! Brilliant!!!

BOMBERMAN 64

Q How do I break the Blue Pillars? How do I get the red bombs?

A In the second half of Green Garden, there is a series of platforms with a warp tile, on top to the right of the red crystal. You must have remote bombs and at least six bombs to reach this warp tile.

Detailed directions:

- The bombs should form a staircase up the side of the platforms. To do this:
 - put a pumped-up bomb in the middle of the second ledge from the top.
 - put a pumped-up bomb on the third ledge from the top, near the wall. Put a small bomb next to it.
 - put a pumped-up bomb on the ground near the lowest platform and a small bomb next to it.
- Walk to the first level of the platform that leads to the red gem and drop onto the bomb staircase you've created. If the bombs are aligned and in the correct position, Bomberman will bounce up to the warp.



- Once inside, throw bombs so they land on the pillars, then bounce bombs across the tops of the other bombs to reach the columns. Detonate the bombs to destroy the pillars.

Note: using the control stick will change the distance the bombs are thrown. This will allow players to have more control over the placement of the bombs.



- Once all three pillars are destroyed, step back into the warp tile to return to the previous area. Step back in and drop down to the lower level you couldn't reach before. Bomb the blocks to find the red bomb power-up.

Q How do I reach the red button on top of the icy slide on the third stage of White Glacier?

A 1. From the position you start at, face up and work your way right across the icy platform. At the end, enter the doorway to reach the next area.

2. As soon as you step forward, the screen will change views and you'll be looking at Bomberman from underneath. Go straight across the ice to another doorway. Enter the door to reach the next area.

3. Go forward to the end of the ice slide. Face the slide and turn the camera angle to view Bomberman from directly behind. Carefully slide down, staying on the right hand paths, and the momentum will carry you up the other side. On the right is a small platform with a snowman and a button.



Q I can't reach the exit on 'On the Right Track'!

A 1. Walk forward and bomb the traffic light at the top of the ladder. Go down the ladder and position yourself so that you are even with the walkway below you (the one with the mine carts). Fall down to the track, on the side that does not have a mine cart.

2. Bomb the carts out of your way and follow the track to the large area. Follow the outside edge of this ladder to a long ladder leading up. Climb this ladder all the way to the top. At the top of the ladder is a track.

3. Follow the track to the second platform then go down the long ladder. Bomb the steel thing to get remote bombs, then go up the next ladder. At the top is a wooden block that obstructs your way. Bomb it.

4. On this platform you'll notice a small archway with railings on top. Across a small gap you'll see a little block suspended in the air with a ladder leading down. Use pumped-up bombs to destroy the four pillars supporting the archway and you'll be able to access the exit.



(01703) 652222

HOTLINE

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your

call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours. Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

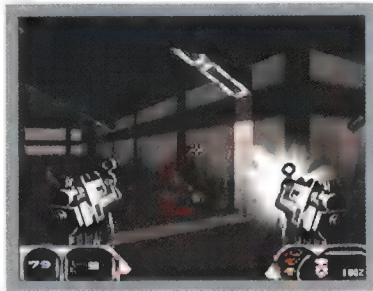
Now also available!
We now also have a **NEW fully automated service allowing you to get help on those games even into the wee small hours.** The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

DUKE NUKEM 64

Cheat Menu

On the title screen press Left, Left, L-Button, L-Button, Right, Right, Left, Left. Only the control pad will work for the directions.

Note: this code does not allow you to access any features within the code, it simply allows you access to the menu that the codes are in.



All Items

On the title screen, enter the code for the cheat menu. Still on the title screen, press R-Button, Right-C, Right, L-Button, Left-C, Left, Right-C, Right. Only the control pad will work for directions.

Notes:

When you run out of ammo for any weapon, pause the game by



pressing Start, then enter the cheat menu and put the All Items back to the On position by highlighting ALL Items and pressing the A button. This will give you all the weapons again!

The cheat does work in multiplayer.

Each player that wants to do it must pause the game, go under cheats, highlight Items and toggle it on, then continue the game again.

Invincibility

On the title screen enter the code for the cheat menu. Still on the title screen, press the R button seven times, then Left. Only the control pad will work for the directions.



EXTREME G

Each name will alter the camera view or the bike.

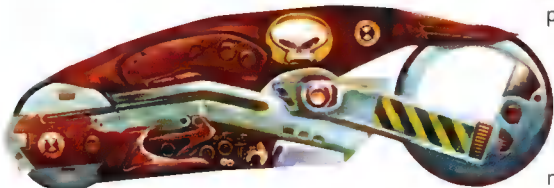
How to do this code:

There are four names that can be entered:

- Roller:* The bike becomes a boulder
- Fisheye:* The camera view far back from the bike and slightly warped.
- Magnify:* The camera view magnified.
- Uglymode:* The graphics look blocky.

Directions to enter these names:

1. Select a game mode (Extreme Contest, Single Player or Multiplayer).
2. Before choosing a bike, press the R button to enter the controller configuration screen.
3. Press up on the analogue stick to highlight the different characters and enter any of the code names. Once the name has been entered, press Start. Start the race as normal and the code will be activated.



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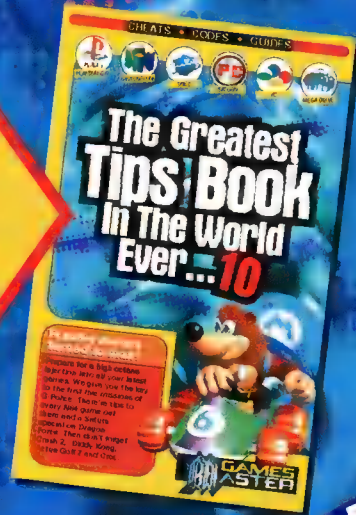
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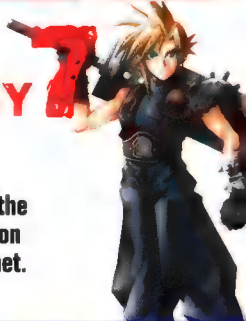


TOMB RAIDER 2

BUSTED
Don't let Lara Croft's latest adventure do your head in. We've got a 16 page solution.

FINAL FANTASY 7

AWESOME
Part two of our playing guide to the biggest PlayStation game on the planet.



ISSUE 65 ON SALE 26TH JANUARY

I'M THE BEST

"Time for a change, my dear," as a newly regenerated Colin Baker once said to a befuddled Perpugilliam Brown.

Now that the heady, hedonistic Christmas and New Year celebrations are all over, it's time to think of the year ahead and the multitudinous possibilities therein. So far, most of the games featured in I'm The Best have featured Most Points or Best Time categories. But think of all the new and shiny games that we'll be experiencing later in 1998... *Zelda*, *Yoshi's Story* and *Body Harvest* to name a few. So from now on we'll be trying to include more left-of-centre challenges every month, as well as the usual bloodily-fought time trials and suchlike. See 'New High Score' for the first new challenge of '98...

Star Performance

DIANOGA FLYING HIGH! James Hall of Cheltenham has sent us quite an astounding piece of gamefoolery – namely, how to take control of a Dianoga in *Shadows of the Empire* and make it fly! Lack of space prevents us from printing the reams of instructions James sent us, but basically the Dianoga is 'possessed' via the 'Wampa Stompa' cheat featured in N64/5. What follows is a complicated process that allows you to levitate the Dianoga out of the sewage and move it around the room. "It really works!", says James, and he's right. Well done, sir. Something N64-ish is on its way to you as a reward.



NEW HIGH SCORE!

1998's first new challenge comes in the form of *GoldenEye 007*.

What we're looking for is the highest Accuracy percentage on level 1 (Dam), Agent setting. You'll need to take a photo of the end of level



WIN A CONTROLLER!

stats screen (so we'll know you've killed every guard as well) or video your entire performance for us to marvel at. In the event of a tie, the highest number of head shots will clinch the deal. The prize is a Makopad from the scrummy Interact (01204 862026). Get shooting! We're also busily compiling the results of our *Lylat Wars* contest, and we'll bring you the winners next month.

THIS MONTH'S SCORE TO BEAT
GoldenEye 007 Accuracy percentage 69%

SUPER MARIO 64

(PAL)

Foot Race With Koopa the Quick		
1	0'08"3	Confirmed John McCormick, Fife
2	0'12"3	Confirmed Owain Brimfield, Peel
3	0'12"7	Confirmed Calum O' Hanlon, London
4	0'13"1	Confirmed James Adams, Bury
5	0'13"8	Confirmed Barry Gannon, Caithness
6	0'16"0	Confirmed Richard Savage, Berkshire
7	0'16"5	Confirmed Danny Dunn, Lincolnshire
8	0'16"7	Confirmed Matthew South, Sheffield
9	0'16"8	Confirmed Stelios Giamerolos, Greece
10	0'17"2	Confirmed Andrew Densley, Bath

Peach Slide		
1	0'12"7	Confirmed Stelios Giamerolos, Greece
2	0'13"0	Confirmed Trev Henderson, Harrogate
3	0'13"0	Confirmed Marc Bennett, Newcastle
4	0'13"0	Confirmed Danny Dunn, Lincolnshire
5	0'13"1	Confirmed Zahir Ishani, Surrey
6	0'13"2	Confirmed Dave Parsons
7	0'13"2	Confirmed Calum O' Hanlon, London
8	0'13"3	Confirmed Andrew Mills, Londonderry
9	0'13"3	Confirmed Ed Quinn, Manchester
10	0'13"3	Confirmed Micke Laasko, Finland

(AMERICAN/JAPANESE)

Foot Race With Koopa the Quick		
1	0'17"6	Confirmed GK, Darlington
2	0'18"3	Confirmed P. Dimba, Tonbridge
3	0'19"7	Confirmed Nigel Butterfield, Manchester
4	0'21"0	Confirmed Andrew Watson, Blackpool
5	0'27"5	Confirmed Richard Durkin, Newcastle

Peach Slide		
1	0'13"2	Confirmed James Adams, Bury
2	0'13"3	Confirmed P. Dimba, Tonbridge
3	0'16"0	Confirmed Ciaran Haren, Belfast
4	0'17"0	Confirmed Jeremy Lock, Poole
5	0'17"9	Confirmed O. Gunstan, Trowbridge

WAVE RACE 64

(PAL)

Time Trial Sunny Beach		
1	1'15"149	Confirmed Gareth Gibson, Rickmansworth
2	1'15"830	Confirmed Andrew Mills, Londonderry
3	1'16"280	Confirmed Andrew Cole, Bracknell
4	1'16"293	Confirmed Jonathan Mielkarek, Somerset
5	1'17"005	Confirmed Chris Tape, Rayleigh

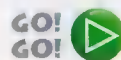
Dolphin Park – Stunt Mode (any version)		
1	40490	Confirmed Stelios Giamerolos, Greece
2	40472	Confirmed Norman Obeseki, Leeds
3	35016	Confirmed Nicky Stanford
4	31848	Confirmed Martin Gravells, Lowestoft
5	28160	Confirmed Jon Oyvind Tosdal, Norway

Glacier Park – Time Trial		
1	1'41"08	Confirmed Trevor Scannell, Barking
2	1'44"979	Confirmed Aaron Carroll, West Yorks
3	1'45"480	Confirmed Andrew Cole, Bracknell
4	1'46"189	Confirmed Nick Tew, Swindon
5	1'47"778	Confirmed Jonathan King, Dorchester

Glacier park – Stunt Mode		
1	61767	Confirmed Norman Obeseki, Leeds
2	52165	Confirmed Jonathan King, Dorchester
3	51864	Confirmed Stelios Giamerolos, Greece
4	46840	Confirmed Nicky Stanford, Crossgar
5	39850	Confirmed Martin Gravells, Lowestoft

(AMERICAN/JAPANESE)

Time Trial Sunny Beach		
1	1'03"755	Confirmed William Lam, Bristol
2	1'04"726	Confirmed Dilpesh Varsani, London
3	1'05"478	Confirmed GK, Darlington
4	1'05"820	Confirmed Carl Waters, Telford
5	1'06"193	Confirmed Chris Murphy, Middleton



MARIO KART 64

(PAL)

(AMERICAN/JAPANESE)

Luigi Circuit

1	1'33"67	Confirmed	Graham Francis, Cronleigh
2	1'41"31	Confirmed	Stephen Ball, Macclesfield
3	1'42"50	Confirmed	Richard Dunn, Lincolnshire
4	1'43"07	Confirmed	Joe Timms, Ashcott
5	1'44"43	Confirmed	Thomas Foster, Derby
6	1'52"82	Confirmed	Andrew Mills, Londonderry
7	1'53"07	Confirmed	Trevor Scannell, Barking
8	1'55"08	Confirmed	Lee Thomas, Partington
9	1'58"76	Confirmed	Margaret Hodge, Cheshire
10	1'59"28	Confirmed	Orestis Giamerelos, Greece

Royal Raceway

1	2'09"82	Confirmed	Rob Pierce, Salisbury
2	2'10"18	Confirmed	Gary Thomson, Bonnyrigg
3	2'10"37	Confirmed	Danny Dunn, Lincolnshire
4	2'10"50	Confirmed	Stelios Giamerelos, Greece
5	2'11"07	Confirmed	Trevor Scannell
6	2'11"10	Confirmed	Andrew Mills, Londonderry
7	2'11"16	Confirmed	Orestis Giamerelos, Greece
8	2'11"87	Confirmed	Jason Lam, London
9	2'11"99	Confirmed	Martin Conroy, Leeds
10	2'12"29	Confirmed	Andy Liu Kly, London

Koopa Troopa Beach

1	1'34"37	Confirmed	Sam York, Bristol
2	1'38"31	Confirmed	Steve Ridley, Ramsgate
3	1'39"08	Confirmed	Stelios Giamerelos, Greece
4	1'39"14	Confirmed	Stuart Hayward, Swindon
5	1'39"22	Confirmed	Neil Moss, Basingstoke
6	1'39"63	Confirmed	Andrew McClue, Herts
7	1'40"52	Confirmed	Richard Dunn, New Leake
8	1'40"88	Confirmed	Gary Tomson, Bonnyrigg
9	1'41"18	Confirmed	Martin Conroy, Leeds
10	1'41"90	Confirmed	James Watt, Higham

Frappe Snowland

1	29"89	Confirmed	Al Pierce, Salisbury
2	30"37	Confirmed	Danny Dunn, Lincolnshire
3	31"07	Confirmed	S. P. Richards, Dorking
4	31"90	Confirmed	Luke M. Curley, Ireland
5	32"32	Confirmed	Tommy Earl, Heaton
6	33"07	Confirmed	Howard Paul, Bristol
7	42"56	Confirmed	Jason Lam, London
8	44"41	Confirmed	Erwin Zeevart, Holland
9	44"65	Confirmed	Gary Thomson, Bonnyrigg
10	45"99	Confirmed	Danny Dunn, Lincolnshire

Bowser Castle

1	2'18"77	Confirmed	Rob Pierce, Salisbury
2	2'19"39	Confirmed	Gary Thomson, Bonnyrigg
3	2'20"33	Confirmed	Martin Conroy, Leeds
4	2'21"44	Confirmed	Richard Dunn, Lincolnshire
5	2'21"94	Confirmed	Ian Gore, Somerset
6	2'22"09	Confirmed	Lee Thomas, Partington
7	2'22"46	Confirmed	Danny Dunn, Lincolnshire
8	2'22"47	Confirmed	Nick Tew, Swindon
9	2'23"47	Confirmed	Nick Syrad, Reading
10	2'23"47	Confirmed	Andrew Birch, Cumbria

Banshee Boardwalk

1	2'09"19	Confirmed	Gary Thomson, Bonnyrigg
2	2'09"56	Confirmed	Stuart Hayward, Swindon
3	2'10"50	Confirmed	Orestis Giamerelos
4	2'10"79	Confirmed	Rob Pierce, Salisbury
5	2'12"66	Confirmed	Martin Conroy, Leeds
6	2'12"67	Confirmed	Danny Dunn, Lincolnshire
7	2'13"32	Confirmed	Lee Thomas, Partington
8	2'15"48	Confirmed	James Adams, Bury
9	2'21"44	Confirmed	Richard Dunn, Lincolnshire
10	2'21"94	Confirmed	Ian Gore, Somerset

Luigi Circuit

1	1'27"66	Confirmed	George Papapetrou, London
2	1'40"23	Confirmed	Marc Dupont, Guernsey
3	1'42"76	Confirmed	Steven Dyson, Poulton le Fylde
4	1'42"92	Confirmed	Mike Davis, Dundee
5	1'43"01	Confirmed	Tatu Luostavinen, Finland
6	1'43"06	Confirmed	Mike Hurry, Aberdeen
7	1'43"33	Confirmed	Mark Lethbridge, Broadstairs
8	1'43"45	Confirmed	Andrew Taylor, Reading
9	1'43"65	Confirmed	GK, Darlington
10	1'43"66	Confirmed	Andrew Mills, Londonderry

Mario Circuit

1	0'54"32	Confirmed	Andrew Mills, Londonderry
2	0'54"46	Confirmed	George Papapetrou, London
3	0'54"58	Confirmed	Marc Dupont, Guernsey
4	0'54"64	Confirmed	Steven Dyson, Poulton le Fylde
5	0'54"82	Confirmed	Marios Papapetrou, London
6	0'55"12	Confirmed	Ian Chan, Stirlingshire
7	0'55"70	Confirmed	Graham Dibley, Basingstoke
8	0'55"82	Confirmed	Mike Hurry, Aberdeen
9	0'55"83	Confirmed	Robert Klooskeihois
10	0'56"15	Confirmed	Ben Ford, Cleveland

Royal Raceway

1	1'46"68	Confirmed	Andrew Mills, Londonderry
2	1'48"28	Confirmed	George Papapetrou, London
3	1'49"63	Confirmed	Steven Dyson, Poulton le Fylde
4	1'50"14	Confirmed	Marc Dupont, Guernsey
5	1'50"43	Confirmed	Jon Stanley
6	2'32"73	Confirmed	Arthur van Dales, Holland
7	2'33"84	Confirmed	Matk Lethbridge
8	2'34"10	Confirmed	Nick Payne, London
9	2'34"26	Confirmed	Mike Hurry, Aberdeen
10	2'34"81	Confirmed	Marc Edgeworth, Gloucester

TUROK

(PAL)

Time Challenge Mode

1	1'23"	Confirmed	Stuart Richards, Dorking
2	2'28"	Confirmed	S. P. Richards, Dorking
3	2'32"	Confirmed	Wayne Starkey, Harpenden
4	2'37"	Confirmed	Matthew Griffiths, Colchester
5	2'39"	Confirmed	Andrew Mills, Londonderry
6	2'40"	Confirmed	Martin Sturrock, Goostrey
7	2'44"	Confirmed	Paul Taylor, Poynton
8	2'46"	Confirmed	Jamil Yahyaoui, Belfast
9	2'48"	Confirmed	Scott Brown, Stocksfield
10	2'50"	Confirmed	Karen Callow, Winton
11	2'51"	Confirmed	Stephen Daulby, Warrington
12	2'53"	Confirmed	Tony Hills, Cleveland
13	2'53"	Confirmed	Johannes Virtanen, Finland
14	2'53"	Confirmed	Tom Walker, Essex
15	2'57"	Confirmed	Nick Perry, Pontypool
16	2'58"	Confirmed	Joe Timms, Ashcott
17	2'59"	Confirmed	Erwin Zeevart, Holland
18	3'00"	Confirmed	William Lam, Bristol
19	3'04"	Confirmed	Gerry Hardiman, Bognor
20	3'05"	Confirmed	Laurie Goodman, Lewes

STARFOX

(ANY VERSION)

Level 1, Corneria

1	231	Confirmed	Jon Davies, Wallingford
2	226	Confirmed	P. Dimba, Tonbridge
3	224	Confirmed	Andy Hurst, Havant
4	222	Confirmed	A. Barker, Gwent
5	214	Confirmed	Barnaby Skinner, East Sussex
6	213	Confirmed	GK, Darlington
7	213	Confirmed	Jon Davies, Wallingford
8	207	Confirmed	Seth Eagles, Gwynedd
9	204	Confirmed	Marc Dupont, Guernsey
10	204	Confirmed	David Matthews, Cardiff

Total Hits

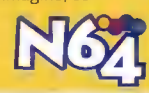
1	1938	Confirmed	Jon Davies, Wallingford
2	1834	Confirmed	Sami Somero, Finland
3	1832	Confirmed	S. P. Richards, Dorking
4	1745	Confirmed	Michael Lai, Liverpool
5	1729	Confirmed	Seth Eagles, Gwynedd
6	1646	Confirmed	James Adams, Bury
7	1613	Confirmed	Pekka Tarkka, Finland
8	1540	Confirmed	Barnaby Skinner, East Sussex
9	1536	Confirmed	GK, Darlington
10	1536	Confirmed	Christopher Davidson, Cheshire

How to enter

With all the new N64 games on the shelves we've decided to stretch your gaming prowess just that little bit further. We're planning to include new leagues for *Lylat Wars*, *GoldenEye*, *Blast Corps*, *Top Gear Rally* and *Diddy Kong Racing* - and that's just for starters. You can enter as many of the new leagues as you like, but remember you'll still need to send a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos, likewise, must have a label attached with the

forementioned information available. Send all your bits to: I'm The Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. If you'd like your videos/photos back, please include a stamped, addressed envelope and we'll do our best to get 'em back to you. And remember, each issue has to be completed far earlier than you'd imagine, so don't fret if your entry doesn't appear in the relevant issue - it'll be there in the next one.

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What with winter having set in, we've been a bit chilly recently here at N64 Magazine. So we stuffed your letters into our clothing to form an insulating layer. We made sure the Ed read them all first, though. Or was it afterwards? (Eurch. – Ed) Here're the best ones.

Write to us at:

Club 64, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

Fax: 01225 732275

e-mail: n64@futurenet.co.uk

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to look up 'cornucopia' too. For the wrestlers, however, we make no apologies. We love 'em. Ed

"English"

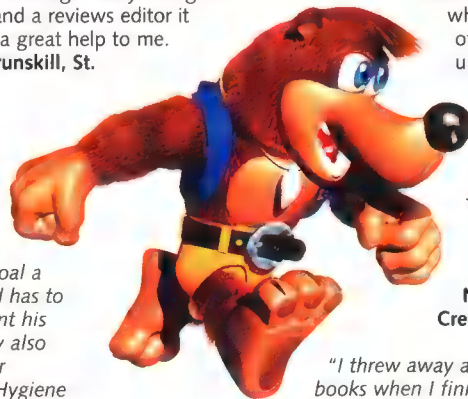
At the moment my school is going careers mad, and I was wondering if you could help me with a few things. I would really like to review N64 games, as I'm good at English and love computers. But my dad tells me you don't earn much

money and have to write for other magazines, such as car magazines. I'm not too sure about the money part, but I find it hard to believe that you have to write about completely

different things, especially as the magazine is so full. If you could tell me the average salary of a game reviewer and a reviews editor it would be a great help to me.

Martyn Brunskill, St. Helens

Dad's right, I'm afraid. Tim, for example, earns one piece of coal a week, and has to supplement his income by also writing for Personal Hygiene Trade Monthly, You And Your Camel (incorporating Dromedary Week), and The Last (read by 85% of UK cobblers). Ed



"Secret"

Why are all N64 games far too easy, even on the highest difficulty setting? On both ISS64 and NFL '98 I was playing on the hardest level with ease after five minutes, and completed GoldenEye on Secret Agent level within three days. I'm no gaming genius. When will Nintendo finally include a Bloody Rock Hard setting in their games to keep me and many others content with their otherwise faultless best friend?

Drew Edminson, Newcastle upon Tyne

But an orang-utan could finish GoldenEye on Secret Agent level. Bet you haven't done it on 00 Agent level, though, eh? Or, for that matter, 007 level. If you have then you are, in fact, a gaming genius, and will probably die a pauper, only receiving full recognition generations after your death. Ed

"Ursidae"

Banjo, from the forthcoming Banjo-Kazooie and, now, Diddy Kong Racing, is a BEAR. So why, on page 34 of issue 10, under

Competitors, do you describe him as being of the Canine family when he's in fact from the Ursidae family? **Neil Kenny, Crewe**

"I threw away all my taxonomy books when I finished my biology degree," whines James pathetically, "and I couldn't for the life of me remember what the bear family's called." The chump. Ed

"Stylists"

I have found a shop called Mario Hair Stylists. How can you be so sure it exists? Because I have sent a photograph of it, obviously. **Murray Purves, Southampton**



We still don't believe you. Ed

"Plucking"

My boyfriend wants to know how exactly you work out the percentages you award games. E.g., how does GoldenEye earn 94% instead of, say, 93% or 95%? While I'm happy to trust in your judgement, he wants to know if this is done by mathematical calculation or randomly plucking them out of thin air. **Andrea, Sheffield**

It's a wholly scientific process, with the score being calculated as the height of Paul's plant divided by the angle of protrusion of James's ears plus the number of times the N64 Magazine printer breaks down times three. Hope this helps. Ed

"Opened"

In issue 11 you referred to some 'worms' on your welcome page. Well, guess what I found when I opened my subscription copy? A worm! Cheers, then. **Ben Barden, Guildford**

That was the free gift we promised. Ed

"Pretty"

I was playing Wave Race 64 the other day when I noticed something very disturbing. As we all know the borders are pretty big, okay. BUT if you play the two-player mode the border size DECREASES!!! What the hell is going on here? **James Kenny, via e-mail**



The truth? The graphical detail is reduced in the two-player mode, allowing the borders to be reduced (so you can see where you're going) without a loss of speed. Ed

"Leotard"

Did Jes write the preface of The Nintendo 64 Companion you gave away last month? What the hell is he doing? Trying to increase the vocab of your readers? To be completely honest me and my brother had to look up some words in the dictionary to understand what he meant. Why doesn't he go on Countdown and put his degree in literature to good use? And why oh why was a wrestler in a leotard put on the January picture of the calendar you gave away? Look, I appreciate all these free gifts, but from now on leave out strange words and wrestlers. Thanks! **James Kenny, via e-mail**

We're really sorry about Jes – we had

"Repairs"

I don't think you should be so mean about Slippy Toad, 'cos I think he rules. Sure, you have to save him every now and then, but at least he doesn't have to go in for repairs on the first level if you don't help him, like a certain other member of the Starfox team. I always use him in multiplayer mode as well, because he has the best colour laser fire.

Neil Peckett, Harrogate

You're wrong. Slippy is a fool. He only doesn't get damaged much on the first level because he's too chicken to get stuck into the baddies, unlike Falco who fights like a real man. Or bird, at least. Ed

"Sharply"

Now, I don't mean to say that programmers are lousy, but there are some things I must get off of my chest. Starting with *Blast Corps*, there are TWO obvious glitches that I think you should look at.

The first is in *Ironstone Mine*. Complete the level, re-enter, get Thunderfist, and backtrack to the start of the level... What? you can't get to the last row of houses? What a shame. But if that is bad, look at this. I can't remember the name of the level, but you start in *Sideswipe*, and will crash into the carrier by just driving forward. Again, complete the level, but leave the row of houses near the two bridges (the one not on the route, of course). Re-enter, and try to drive *Sideswipe* in between the water and the houses, right next to the bridge, and turn sharply left. Close your eyes for one second, and you are at the menu! Why do games contain these



glitches? I know that there must be glitches elsewhere in other games, and they annoy me!

Anon, via Danish e-mail

Why? Well, for the same reason you occasionally find bits of crunchy stuff in sausages, or Stormtroopers bang their heads on doorways, or N64 Magazine correspondents type a 'y' instead of a 'y' at the beginning of a sentence. Nobody, in other words, is perfect, not even those fine fellows at Rare. Ed

"Frog"

In issue 11's *DKR* guide you told us how to get Drumstick stating, and I quote,

"Drumstick is available at any point during the game."

After I couldn't find the crested frog I rang the Nintendo Hotline, who told me you could only get Drumstick when you had the full *Wizpig* amulet.

Liam Moran, Leeds

What it should have said was:

"Drumstick is available at any point in the

game assuming you've got all of the Wizpig amulet." But some mice crept into the office while we were asleep and changed it. Ed

DREAM ON

Those inspired game ideas you wake up in the middle of the night with.

THE A-TEAM 64

I'm a fan of old TV shows like the *A-Team*. I've had to accept that Nintendo will never make this into a game, and have set about designing my own.

It would be for up to four players, but not split-screen – you'd be seen from a *Final Fantasy VII*-type view, and each player would be a different member of the *A-Team* with different skills. *BA* could make a tank out of some tin cans and four packets of bubble gum (*Murdock* would be needed to chew up the gum), *Face* could get girls to help you, and would be the only one allowed to drive the *Corvette*, *Hannibal* could smoke cigars and say "Mister (rip off fake moustache), you've just hired yourself the *A-Team*, and *Murdock* could also fly and drug *BA*.

Jeremy French, Crowborough

There'd also presumably need to be a version of GoldenEye 007's 'auto-lock' option but in reverse, so you didn't hit anyone. Ed

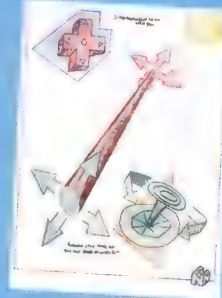
SNOOKER 64

The analogue stick will be used to move the cue around the ball. It can also be used to raise and lower the butt of the cue. The *D-pad* is used to move the position of the cue tip in relation to the white ball. These two features will allow any shot to be taken, and total freedom

can be exercised in devising your next point-racking shot. The *R* and *L* buttons control zoom. And a power meter is activated with the *A* button and stopped with *B*, as in most PC golf games.

Paul Ostryzniuk, Grimsby

Yep. The N64 could do a superb snooker game, as the bonus levels in Blast Corps and Chameleon Twist prove. Ed

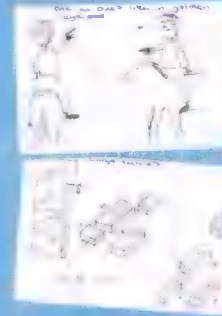


SHARPE 64

This game would star *Sean Bean* and all the other *Sharpe* characters. You'd have

small, one-on-one punch-ups in pubs or shoot-outs in the middle of nowhere. You could also have large battle areas with extremely detailed shots of people being killed. You'd build up your army like in *Command & Conquer*, and you'd have to wait while men were training.

Daniel Green, Southampton



That's probably enough Dream On for this month. Ed

"Ouromov"

When playing the *Silo* mission of *GoldenEye* on *Agent* mode, I managed to kill *Ouromov* when he appeared using a *Gold PPK*. He mysteriously dropped a briefcase and a key. On the menu screen, the

briefcase is shown graphically, but the key is just represented by a '-' and nothing is shown. I've found no use for either.

Patrick Crane, via e-mail

According to Rare they're remnants of a development stage. Weird, eh? Ed

THE N64 BOARD

Send us anything you can spare, so that we may pin it onto our board and cover up more of that unsightly cork. And win a badge!

Lee Mander (age 7) sent us this picture of *Diddy Kong Racing*. Thanks.

Along the 'Where's Wally' line of things, Richard Doherty from County Down has sent us a 'Where's Maria' picture. Niño

An all action scene from *Lylef Wars*, here. It's from Steven Nicolett on the Isle of Bute.

A sachet of 'stuff', given to James at Space World. It smells of fish, to be honest.



• An excellent comic strip from *Caz Houghton* from *Newton-le-Willows*. We wish with we could have printed it larger.

• This *Starfox* drawing comes from *James Hill* from *Pertshire*. Felt Lps. Atay!

• The latest edition of *Future Publishing's* Internal phone list. For some reason.

• Blank space. (Do you have anything that might fill it? Then send it with haste to: The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)



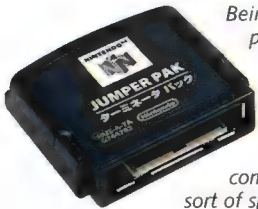
"Pretend"

Please, somebody help me. I feel like an outcast. When I turn my N64 on, the N64 logo doesn't appear. In the manual it speaks nothing about the logo not appearing. Please help me. I feel ashamed to tell my friends, so I just pretend it never usually happens.
Danny Perry, London

It depends on the game – only Nintendo-published ones tend to display a Nintendo logo. Either that or you're a hideous freak. Ed

"Destroy"

I am really confused on the matter of how you get the 'jumper' out of the N64 memory expansion port. I hear there's a RAM add-on which will come with the 64DD, which you have to put in the memory expansion. I mean, I could get a knife and tear it out, but it might destroy my N64 in the process, so I won't.
Dave Ridpath, Huntingdon



Being a bit premature, aren't you? The 64DD memory expansion will probably come with some sort of special tool for fishing out your jumper. Be managed to prise ours out with a pair of scissors, though. Ed

BONUS LETTERS

Did you know that if everyone in Japan flushed their toilets at once, a tidal wave would come and kill everyone, or something.
Chris Squier, Bristol

I reckon that in the Jap version of MK64 Luigi goes "Widgy's in the park!"
Alkan Hassan, via e-mail

I still know how to get to Chris Houlihan's secret room in Zelda 3.
Justin Wilkinson, Ashford

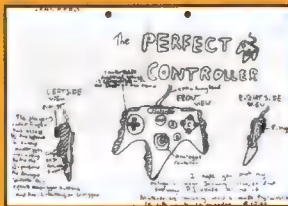
You are handling stolen property. This paper was stolen from school!
Gaz, Merseyside

INVENTION CORNER

What's brewing this month in Laboratoire N64 Magazine?

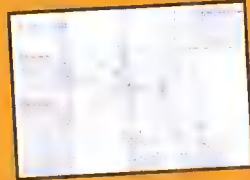
THE PERFECT CONTROLLER

Many would argue that the N64 already has the perfect controller. After all, Nintendo lead the word in controller technology, and everything they do tends to get copied by other manufacturers a few months later. But **Sean Healy of Leamington Spa** has applied his brain to the question of how the sacred three-pronger might be improved, and has come up with a couple of nifty ideas. "Comfortable material which is compatible with the shape of the hand" he suggests for the prongs, and then he's got a Z-like trigger underneath each one, so you can still reach Z when you're using the D-pad. "I'd like it to be priced at £19.99," Sean adds.



N-CAM

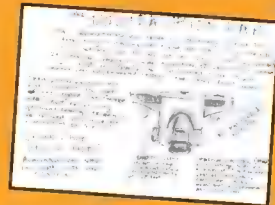
If only our next, anonymous, reader got his idea in a couple of months earlier – he could have made millions! He appears to have invented, entirely independently, a combination of the Game Boy Pocket Camera and the N64 Capture Cassette that Nintendo unveiled at their Space World Show at the end of last year. Here,



though, the camera plugs directly into the back of the 64DD, via a generous 3-foot extension lead. But the rest of it – capturing images and incorporating them into your own creations using the 64DD – remains the same. Spooky, eh? Our reader has come up with plenty of original ideas for his camera, though, including capturing your face and then pasting it onto your character in a *GoldenEye*-type game. "Have hours of fun shooting your friends and family!" he suggests.

THE DISTRACTION PAK

Avert your eyes, girls – **Ryan Neave of Coalville's** invention is likely to have you fuming. "This revolutionary new device," says Ryan, "is specifically crafted to keep away a moaning girlfriend. No longer will you have to say 'Let me just do this bit' or 'Why not join me?' (cringe)". It works by offering a simple distraction which most women will find irresistible." The distraction in question is a film stored in a miniature video disc which the pack projects onto a nearby wall. "Therefore any moaning girlfriend entering the room will be reduced to silence for a minimum of six hours." Ryan includes a list of features available on the video discs, which includes *EastEnders*, *The Bill*, *Heartbeat* and *QVC*.



Do you have a larger than normal brain? Then send anything it's produced to: Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Any print net N64 Magazine badges for their creators.

So tell me this... Bewitched, bothered and bewildered, are you?

1. How many games are there in Japan?
2. Which shoot-'em-up should I buy out of these: *Duke Nukem 54*, *GoldenEye 007* or *Turok*?
3. Are Capcom making any games for the N64 or the 64DD?
4. Jay looks a bit like that bloke off that Barbie girl song.
Cecil Chan, Romford

1. 450,316,005.
2. *GoldenEye 007*.
3. We were hoping we might see something from them at *Space World* at the end of last year, but they didn't turn up. They're working on something, though.
4. Er, what was the question? Ed

1. How come if you save two ghosts on *Mario Kart*, you lose 121 pages on your Controller Pak, but on *Diddy Kong Racing* you only lose 103?
 2. Is Wil doing a guide to mah jong, or was it just some sort of sick joke?
- Richard Davies, Rotherham**

1. Probably because DKR's circuits are a bit shorter than Mario Kart's.
2. Wil keeps begging us to let him put his mah jong guide into the magazine, but we seem to keep running out of room for it. 'Hopefully' we'll be able to squeeze it in soon. Ed

1. Are there any boxing games in development?
2. When will you have screenshots of ISS64 2?
3. Any news of Acclaim's *Ultra Soccer*?
4. Will there be any tennis games on the N64?
F. Kemal, Tottenham

1. Not as far as we're aware.
2. In a couple of months, probably, as they're planning to get it out for the World Cup.
3. Probe, who're programming it, have been having a bit of a rethink since ISS64 came out, and won't now be releasing their game till the end of this year. We should have some early pics arriving in the office very soon, though.
4. No-one's rushing forward to do a tennis game, which is a shame as the N64 would do a spiffing version of it. Ed

In issue 11 you showed the 64 System Rack DX that's only available in Japan. I wondered if it would be possible to obtain one in this country.
Craig Macfadyen, Inverness

If you're after a System Rack (and who could blame you?), or any of the other Japanese bric-a-brac we feature in the pages of N64

Magazine, the best thing to do is telephone an importer (such as *Project K* on 0181 508 1328). Anything they don't have in stock they ought to be able to obtain through their overseas agents. Ed

1. Are Nintendo planning on doing a *Lylat Wars 2*?
2. Will the 64DD be here before Christmas?
3. Apart from the official Controller Pak, what's the most reliable memory card you've come across?
4. Why is James so harsh when he's reviewing games?
5. Can you tell me anything about *Sim Copter*?
Patrick McHugh, Kilbirnie

1. I must confess I've no idea.
2. It's looking unlikely. 1999 would be more probable.
3. We've probably had most success with *Datel's*.
4. Because he's a bad man.
5. Not much. It'll be for the 64DD, and it'll let you fly around cities you've created with *Sim City 64*. And hopefully there'll be a bit more to it than *FRUE*.

Questions, please, to: **So Tell Me This, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.**

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DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

The game's name

Its publisher

If it's an import, whether it's a US or Japanese one

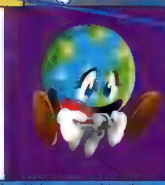
A summary of our review

The best tip or cheat, and any issues that we've done guides

SHOCK ANNOUNCEMENT 64

Knee High Litter Soft	UK release Schmiede	£15	N64 12 ● 95% ● 15
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There's an announcement and it's a bit shocking. How do you deal with it? Do you draft in an outsider, someone who really isn't up to the job and doesn't know the territory? Or do you go for insider knowledge, knowing it to be a bit risky, but (in your heart of hearts) sure it's the right decision? That's the question in Shock Announcement 64. Don't know? Well, we'll give you a clue: go for the insider knowledge. Oh, go on. Please. We'll get him to cut his hair.



* If you're looking for a tip, please surprise you pay well above the odds, for accommodation the size of a small shoebox * Get used to the man with the bubble perm asking you in a monotonous voice, "What's on your mind?" * Also search out the animal in Shock Announcement 64. Drive Driving 64.

The reviewer's initials (see below)

Score

The issue we reviewed it in

How much it costs

N64 reviewers

- JA = James Ashton
- MH = Marcus Hawkins
- WO = Wil Overton
- JS = Jon Smith
- JB = Jes Bickham
- ME = Max Everingham
- JD = Jonathan Davies
- TW = Tim Weaver
- ZN = Zy Nicholson
- JN = Jonathan Nash
- TT = Tim Tucker

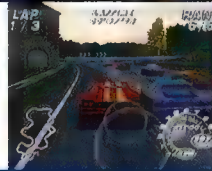
UK Games DIRECTORY



AUTOMOBILI LAMBORGHINI

Titus £50 N64 10 ● 67% ● TV

It's not that the ludicrously-retitled *Lamborghini* is actually bad, it's just it's only really competent. It's not very fast, for starters (even though you're driving about in one of the nippiest cars in the world), while the tracks are fairly simple and the multiplayer mode is horrendously fogged-out and slow. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.



- When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side to side.

DARK RIFT

Vic Tokai £60 N64 9 ● 69% ● JD

So dark is this fair-to-middling beat-'em-up that, by the time you've adjusted the brightness on your TV, you'll need radiation goggles to play it. And all that effort really isn't worth it. The special moves are fairly uninspiring and the characters too similar to inspire much more than a few muffled grunts. Nicely animated, potentially solid but, ultimately, really rather dull.



- Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

BLAST CORPS

Nintendo £60 N64 5 ● 88% ● JS

A preposterous storyline is the excuse for some full-frontal global destruction as the *Blast Corps* – a kind of space age demolition gang – get to save the world by, er, knocking most of it down. There's no doubting that the game is one of the most idiosyncratically original on the N64 and one that you're almost certain to enjoy. However its lifespan problems mean that your love affair with the game may be short-lived.



- Park against a building with your vehicle's door against it. Repeated pressing of Z will cause the structure to explode.
- Full *Blast Corps* guide in N64/8.

DIDDY KONG RACING

Nintendo/Rare £50 N64 10 ● 90% ● JA

Following closely in the footsteps of the awesome *GoldenEye*, *Diddy Kong Racing* is a second triumph in as many months for Rare. With its 40 possible track variations, extensive adventure mode and choice of three different vehicles – hovercraft, plane or kart – it's not a game you'll finish quickly. The downside? It's not quite as much fun as *Mario Kart* and, controversially, we reckon the multiplayer set-up is boring.



- To obtain an extra fast start, wait until the "Get Ready" sign appears, then press the accelerator after it disappears and just before "Go!". It's hard.

CHAMELEON TWIST

Ocean £60 N64 10 ● 70% ● JD

A strange little Japanese offering this'n, with enough thrills and spills to keep you amused but with a woefully inadequate challenge – we reached the end in an hour and a quarter – and a horribly muddy sort-of-3D environment. The multiplayer game, which puts the hyped-up *Bomberman* to shame, almost makes up for it, but at 60 nicker you're looking at an expensive hour's worth of ents.



- When doing the pole vault move, as you're springing back up press jump just a little way before you reach the top for an extra-high jump.

DUKE NUKEM 64

GTI £55 N64 10 ● 85% ● JA

Despite its cardboard-like 2D baddies and unconvincing controls, *Duke Nukem 64* is a commendably violent and vastly enjoyable conversion that, unlike *Hexen*, has stood the test of time well. Its new, improved explosions are gorgeous and its multiplayer game brilliant, but it's the superb one-player game that makes *Duke* as good as it is. Light years behind *GoldenEye* and *Turok* but still worth a go.



- Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. (The Right shoulder by default.)

DOOM 64

GT £60 **N64** 7 ● 77% ● JA

Think about it: *Turok*'s far better than *Doom*, and *GoldenEye*'s far better than *Turok*. So, for anyone other than those people for whom *Doom* is the gaming equivalent of breathing, this PAL release of Midway's tricky blaster is going to seem a pointless exercise in expenditure. It's solid and it's workmanlike, but up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence it looks dreadfully old hat.



- At the password screen enter ?TJL BDFW BFGV JVV B for a complete cheat menu.
- Other tips in the review, **N64/3&7**.

GOLDENEYE 007

Nintendo/Rare £50 **N64** 9 ● 94% ● TW

An utterly stunning take on the eighteenth Bond film, *GoldenEye* is videogaming at its finest: huge, brilliantly designed levels, amazingly detailed scenery, breathtaking weaponry, super-imaginative gadgets and a perfectly judged difficulty curve. It also has a fabulous Deathmatch set-up as well as two of the finest secret levels you'll have ever played. Gaming doesn't get better than this.



- On Secret and 00 Agent, if you shoot the scientists, they'll get out weapons and fire back. ● Check out 1, Spy, the free MI6 giveaway in **N64/9**.

EXTREME G

Acclaim £60 **N64** 9 ● 87% ● TW

Whilst never likely to displace *Wipeout 2097* as the ultimate future racer, *Extreme G* is still hugely impressive with its face-melting speed and eye-gorgingly beautiful tracks. But, it's a game you have to persist with as the course layout is tricky (right from track one) and, without some perseverance, often impossibly frustrating. Oh, and don't expect much from the multiplayer, this is a far better one-player game.



- Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky.

HEXEN

Midway £60 **N64** 5 ● 69% ● JD

After their triumph with *Doom 64* (all-new levels, brand new textures) Midway bring *Hexen* to the N64 party. Sadly, the game is exactly the same as its elderly PC mum, and the one new element – the four-player split-screen deathmatch mode – fails in *Hexen*'s resolutely single-player levels. It's still lots of fun in a retro kind of way, but in the N64 world, where *Turok* reigns supreme, it's hard to recommend whole-heartedly.

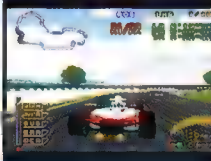


- To activate the cheat menu, pause the game and press Top C, Bottom C, Left C, Right C very quickly. ● In the Cheat menu, press Left C, Right C, Bottom C for invincibility.

F1 POLE POSITION

Ubisoft £60 **N64** 7 ● 71% ● JD

We enjoyed *Human Grand Prix*, despite its obvious flaws, so we were looking forward to Ubi Soft's tidying-up and renaming of it. Disappointingly, all that's changed in the transition to *F1 Pole Position* is the licence, cutting out all that H Dill drivell. The horrendous pop-up remains, the stop-dead banks are still in there and, ultimately, this is only half as good as the PlayStation's *F1*.



- If your bloke in the pits shouts at you to come into the pits, don't bother. You can make the whole course without a tyre change.

INT. SUPERSTAR SOCCER 64

Konami £60 **N64** 3 ● 92% ● TW

The finest football game in existence, *ISS64* is, quite simply, a work of art. It certainly looks gorgeous, but the real delight comes from its genuine football-ness. You can build the most intricate of passing build-ups, deliver the killer through-ball and score the sweetest of goals – all just like the real thing. An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFAs* dead.



- To get the super teams enter this code at the title screen: Hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R Left, R, Right, R, B, A, Start. ● Full game guide in **N64/4**.

FIFA 64

Electronic Arts £60 **N64** 2 ● 39% ● TW

This makes you wonder two things. Firstly, how, with all that advanced technical gubbins at their fingertips, EA managed to produce a worse *FIFA* game than the PlayStation's. And secondly, how, in the wide, wide, world of sport, this passed Nintendo's quality control department. The Albanians execute people for lesser offences.



- Remember, you only need tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over.

KILLER INSTINCT GOLD

Nintendo/Rare £55 **N64** 3 ● 62% ● MH

Killer Instinct might have been a big deal a couple of years ago, but even an arcade-perfect conversion looks a bit out-dated on the N64. It's not that *KI* wasn't a good game to start with – if you're still in love with it, you'll definitely enjoy this version – it's just that for most people enthusiasm for this type of beat-'em-up is at a low ebb. And that includes us.



- To access the extra options, during the character bio screens in the intro press Z, B, A, L, A, Z in sequence. ● Tips in **N64/1** and in the review in **N64/3**.

FIFA '98 THE ROAD TO THE WORLD CUP

EA £60 **N64** 10 ● 83% ● TW

Who'd have thought it, eh? Banishing the memory of *FIFA 64* forever, the new, improved, British-assisted *FIFA '98* introduces the sort of fluid passing game that made *ISS64* such a stunning take on football. And while it still has a fair way to go to beat Konami's aforementioned title, there's plenty of promise here and a seemingly rosy future for the '99 version that'll be coming our way this time next year.



- Try using the Lob (the Top-C) to seek out players in front of you. It's a safer option than the ground-level pass as it avoids the man marker.

LYLAT WARS

Nintendo £60 **N64** 8 ● 91% ● JN

Nintendo's first properly optimised conversion sees a full-screen Fox McCloud take on Andross at something approaching full 670Hz speed. *Lylat Wars* is not as perfect as it could be perhaps – it really needed a level select, for instance, but it's as near as we could have hoped and at £60 with a Rumble Pak it's a certain 'must have' package. Another tour-de-force for Shigs.



- Achieve gold medals on all levels for the four-player tank and Expert modes.
- Game guides in **N64/8** and **N64/9**.





MADDEN 64



EA £55 N64 10 ● 92% ● TT

Unlike *FIFA*, EA's *Madden* series has never experienced any slump in yearly performances. And its first outing on the N64 is as comprehensively fantastic as ever. Indeed, it's probably the best version of the game so far. Trawl your way through 300 running and passing plays, a steaming great load of offensive and defensive strategies and some superb motion-capture. This is, we're told, about as good as it gets.



● When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm... (Shuffle) We'll get back to you on this.

NFL QUARTERBACK CLUB '98



Acclaim £50 N64 10 ● 86% ● TT

Although, on paper, *QuarterBack Club* looks a likely contender for *Madden's* crown, it doesn't actually manage to displace the old master thanks to some overly fiddly controls and a ludicrously tricky difficulty curve. But, crucially, it does have the NFL licence and the most stunningly gorgeous visuals you'll have ever seen in a sports game. More for the purists, yet, if you work at it, you'll reap the rewards.



● When you're on the fourth and down, try getting your, erm, you're... (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver... Oh, whatever.

MARIO KART 64



Nintendo £60 N64 4 ● 91% ● JD

While it doesn't quite achieve the total perfection many had expected, *Mario Kart 64* is still a vital purchase for your N64. Its outstanding feature is undoubtedly the multiplayer modes, and in particular the four-player grand prix. But you'll still find yourself racing the one-player games too, long after you've beaten the game. The disturbingly addictive Time Trial mode offers almost infinite longevity. Brilliant. Buy it.



● At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in N64/4.

PILOTWINGS 64



Nintendo £50 N64 1 ● 89% ● TW

The first *Pilotwings* split gamers' opinions with its floaty, airbound subject matter. However, this 64-bit refurbishment is likely to have a much wider appeal than the SNES original. Intermingling the sublime talents of flight sim specialists Paradigm and Nintendo's usual playable sheen, *Pilotwings 64* emerges as a supreme example of how to harness the N64's immense potential. Up, up and away.



● The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

MORTAL KOMBAT TRILOGY

GT £60 N64 1 ● 34% ● TW

Ahhhhh, another *Mortal Kombat* sticks in the throat of beat-'em-up fans. This is *really* poor – the animation a sub-standard variation of the PlayStation's, with an overall presentation level little better than that of its SNES ancestor. A wealth of options, cheats, extras and finishing moves can't save this. Avoid with clinical determination.



● For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in N64/1 and N64/4.

SAN FRANCISCO RUSH

GT £60 N64 11 ● 82% ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups, tonnes of explosions and hundreds of secret bits are the main focal points of Atari's arcade conversion and it's a mixture that works a treat. Proceedings are marred slightly, perhaps, by stupidly heavy handling and the lack of a reverse option, but *SFR's* invention shines through and, as an alternative to *Top Gear Rally*, this'll give you much pleasure.



● To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.

MULTI RACING CHAMPIONSHIP

Ocean £55 N64 8 ● 71% ● JD

The conversion job given to *Multi Racing* has done it no favours – the letterboxing and slow-down only seem to amplify the 'gritty' look of the graphics. In comparison with *Top Gear Rally* it's also far too easy and even the mirror mode can't disguise the fact that three tracks simply aren't enough. On the plus side, the car-handling remains excellent and there's a good variety of on and off-road racing.



● Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review N64/5.

SHADOWS OF THE EMPIRE

Nintendo £55 N64 1 ● 78% ● JA

With ten levels of varying game styles, *Shadows* somehow fails to be more than the sum of its parts. Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits and the truly awful speeder bike on Luke's home planet, Mos Eisley. It still has a great *Star Wars* feel, though, and is loads better than the PC's *Dark Forces*.



● To see the end sequence, enter your name as _Credits (case sensitive). ● Challenge Point guides in N64/2 and N64/3.

NBA HANGTIME

GT £65 N64 6 ● 52% ● JS

The immortal *NBA Jam* series continues on the N64 with this dated arcade conversion. Apart from the fact that the 3D and sprite work looks distinctly out of place on the N64, the real problem with *Hangtime* is that two-on-two basketball gets very boring, very quickly. Relentlessly running up and down the court exchanging baskets with the CPU is not our idea of fun, and even with a huge cheats list, your attention will soon wander.



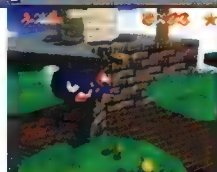
● Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See N64/3 for a complete list of names.

SUPER MARIO 64



Nintendo £60 N64 1 ● 96% ● ZN

When other developers first caught a glimpse of *SM64*, they went back to the drawing board with their efforts. The game is sublime, taking everything that's made previous *Mario* titles great and fleshing it out into 3D. Mario himself can do just about anything, the levels are huge, packed with incredible ideas and loads of secret bits. Without a shadow of a doubt, this has to be the world's greatest video game.



● Loads of tips in our review in N64/1. ● '20 most-asked questions', N64/1, N64/2. Guides in N64/2, N64/3, N64/4, N64/5.

TOP GEAR RALLY



Nintendo £55 **N64** 8 ● 86% ● JD

People are put off *Top Gear Rally* by the cars you initially get to race with – they're slower than a pair of elderly Fiat 126s. But persist and not only will you find a gem of a game structure but some of the fastest most realistic driving ever to grace a computer game. It really is *Sega Rally* standard. The five tracks might be a bit bland background-wise but they're brilliantly designed and help ensure a healthy lifespan.



- Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.
- Game tips in the review **N64/8**.

WAVE RACE 64



Nintendo £55 **N64** 2 ● 90% ● ZN

Breathtaking water-based racing is the order of the day in Miyamoto's astounding *Wave Race*, with the N64 once again proving its mind-expanding capabilities. Thoroughly realistic water effects, a scintillating two-player speedway and the possibility of trying your hand at Lee-Majors-style stunt work make this easily as enjoyable as *Mario Kart 64*.



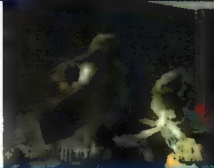
- To achieve the Helicopter stunt and 1700 points – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down to pull off a sideways flip.

TUROK: DINOSAUR HUNTER



Acclaim £70 **N64** 1 ● 91% ● TW

Replacing *Doom*'s cyberdemons with screen-filling dinosaurs, cranking up the violence to ludicrously bloody proportions and adding a series of breathtakingly devastating weapons, Acclaim/Iguana have produced – yes – a monster. A phenomenally good game which really shows the technical gulf that exists between the N64 and other consoles.



- At the edge of a platform the screen will dip. Jump here to gain maximum distance.
- Full cheat listing **Tips Extra N64/2**. ● Key-finding guide in **N64/2**.

WAYNE GRETZKY'S 3D HOCKEY

GT £65 **N64** 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic *Wayne Gretzky* is hard to beat. An excellent range of options ensure that the full ice-hockey spectrum is covered – from the three-man arcade knock-about to the full-team, over-legislated complete simulation. It's fun in multiplayer – especially the two on two arcade mode – and overall the only thing that lets it down is that fact that, when all's said and done, it's only ice hockey.



- Loads of tips in **Tips Extra N64/5**. ● For super teams, go to Setup and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

Import Games DIRECTORY



64 O-SUMO



Bottom Up UK release: Oh, nooooo **N64** 11 ● 90% ● ME

Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine fun-filled fat-fest. One for a minority audience but top old stuff all the same.

DORAEMON

Epoch UK release: Unlikely **N64** 2 ● 60% ● TW

Sadly, *Doraemon* turns out to be a slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps it's more suited to your younger brother or sister.

FAMISTA 64

Namco UK release: No chance **N64** 11 ● 68% ● TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go. Still, that's not really a hearty recommendation, is it?

AEROFIGHTERS ASSAULT

Video System UK release: TBA **N64** 11 ● 60% ● JD

Good fun in the short term and with a realistic Paradigm-designed engine but, in lengthy spells, *AFA* is actually quite tedious and there's simply not enough variety.

GANBARE GOEMON

Konami UK release: Early '98 **N64** 7 ● 80% ● ZN

It's never likely to threaten *Mario 64* in the all-round goodness stakes, but this does see a pile of good ideas thrown together to produce a marvellously entertaining adventure.

BAKU BOMBERMAN

Hudson Soft UK release: November **N64** 8 ● 50% ● ZN

Oh dear. The thrill with *Bomberman* was the multiplayer mode – Hudson have wrecked it by adding 3D. Single player mode is competent but uninvolved. A major disappointment.

THE GLORY OF ST ANDREWS

Seta UK release: Unlikely **N64** 1 ● 58% ● TW

The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls add up to an experience as ugly to watch as it is to play.

CLAYFIGHTER 63 1/3

Interplay UK release: December **N64** 9 ● 24% ● JB

Possibly the worst game in the world. Except, perhaps, for a game where you have red hot needles shoved into your eyes. Complete and utter crap.

GO GO!! TROUBLEMAKERS



Enix UK release: TBA **N64** 5 ● 90% ● JN

Strangely backward but enormously entertaining, *Go Go!! TroubleMakers* is an enigma that might not be solved even when the game gets translated.

CRUIS'N USA

Midway UK release: TBA **N64** 1 ● 34% ● JD


Racing across the USA isn't tough, even with the irritatingly over-sensitive controls. The music is awful, and the graphics use only a fraction of the N64's power. Avoid.

HUMAN GRAND PRIX

Human UK release: Winter 1997 **N64** 2 ● 71% ● TW

Although never matching up to the high standards of the PlayStation's *F1*, *Human Grand Prix* provides some thoroughly entertaining Formula 1 driving thrills.

JANGOU SIM MAHJONG DO 64

Video System  **UK release:** Never EVER **N64** 7 ● 69% ● JD

So, the best mah jong game yet? Well, probably, but does it really matter? With its more 'trendy' approach to the game it'll probably sell like wild-fire in ker-razy Japan.

J-LEAGUE DYNAMITE SOCCER

Imagineer  **UK release:** Unlikely **N64** 8 ● 66% ● TW


What chance has a sprite game in a world with ISS64? *Dynamite Soccer* is incredibly basic but persevere with it for long enough and you might get some joy out of it.

JIKKYOU WORLD SOCCER 3

Konami  **UK release:** Unlikely **N64** 8 ● 91% ● TW


Perfect Striker became the improved PAL ISS64 and in turn, PAL ISS64 has become the improved *Jikkyou World Soccer 3*. World teams but no Scotland, Wales or Ireland!

J-LEAGUE ELEVEN BEAT

Hudson  **UK release:** Nope **N64** 10 ● 52% ● TW

While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. In all departments. One word for you: ISS64.

J-LEAGUE PERFECT STRIKER

Konami  **UK release:** Now (as ISS64) **N64** 1 ● 89% ● TW


Konami prove their footballing dominance with a magical footballing sim, combining breathtaking animation, a plethora of fantastic moves and some outrageous goals.

KING OF PRO BASEBALL

Imagineer  **UK release:** Unlikely **N64** 1 ● 68% ● TW

The players are super-deformed and cute which is entertaining. Eventually, though, the too-slow runners and the super-skillful CPU opposition will begin to get you down.

MACE: THE DARK AGE

Midway  **UK release:** December **N64** 9 ● 81% ● JB


Mace has turned out to be a hefty, splendid-looking little beat-'em up that will certainly tide N64 owners over until Capcom arrive on the scene.

MAH JONG 64

Koei  **UK release:** Never **N64** 3 ● 65% ● JD


Mah Jong 64 is more of a beginner's guide to the game than previous efforts. However, with its heavy reliance on Japanese text, things will still prove fairly tricky.

MAH JONG MASTER

Konami  **UK release:** Unlikely **N64** 1 ● 69% ● WO

If you've never played mah jong, this would be a very tough way to learn, with its copious Japanese text. Otherwise, the slickest of the mah jongs.

MISCHIEF MAKERS

Nintendo  **UK release:** December **N64** 8 ● 90% ● JB


The US version of *Go Go!! Troublemakers*, and the addition of English text makes the whole thing a lot easier. It's still a brilliant game and it'll be out in the UK this Christmas.

MK MYTHOLOGIES: SUB ZERO

Midway  **UK release:** Please, no **N64** 11 ● 9% ● JD

Worse even than *Wheel of Fortune*, MKM could only be less enjoyable if it squirted sulphuric acid into your face at regular intervals. Irredeemably atrocious.

POWER LEAGUE 64

Hudson  **UK release:** No, thanks **N64** 7 ● 42% ● JA


We've got nothing against baseball – even though, plainly, it's tedious – but this effort from Hudson, the first N64 ball-and-bat title to utilise real players, is tragically awful.

POWER PRO BASEBALL 4

Konami  **UK release:** Unlikely **N64** 3 ● 54% ● TW


PPB4 is the fourth in Konami's series of baseball games. The game went ballistic in Japan but we don't rate it as highly as Imagineer's effort, *King of Pro Baseball*.

PUYO PUYO 64

Compile  **UK release:** Nah **N64** 10 ● 80% ● ZN


You didn't buy your N64 to play *Puyo Puyo*, but still. It's rollickingly good fun, as always, so, if you haven't played it and are rich, try it on for size.

TETRISPHERE

Nintendo  **UK release:** Early '98 **N64** 7 ● 71% ● JB


The Game Boy's finest moment is now 3D with jungle-dance-techno music and a whole paint-palette-full of colour. A partially successful puzzle game, if not an essential one.

WAR GODS

Midway  **UK release:** Before Christmas **N64** 4 ● 46% ● JA


Although it's the first proper 3D beat-'em-up, that's all *War Gods* has really got going for it. For beat-'em-up junkies only.

WCW VS NWO: WORLD TOUR

T•HQ  **UK release:** February **N64** 11 ● 70% ● TW


Perfectly acceptable – and even really rather entertaining in places – but, sadly, it's wrestling and, thus, can't offer the same diversity as a good *Tekken*-style beat-'em-up.

WHEEL OF FORTUNE

Gametek  **UK release:** Spring '98 **N64** 11 ● 17% ● TW

Rewrites The Book of Utter Awfulness with abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

WILD CHOPPERS

Seta  **UK release:** TBA **N64** 11 ● 72% ● JD

A good, solid, sometimes spectacular chopper sim and one with an unusual but actually quite intuitive control system. Muddy and perhaps a bit easy, but good fun.

WONDER PROJECT J2

Enix  **UK release:** Unlikely **N64** 1 ● 55% ● WO

Guide a robotic girl through various 'real life' situations with the overall aim of making her a real person. Weird, very Japanese and very difficult to overcome the language barrier.

NUMBERS

Games released officially in the UK (those given English text and optimised for PAL TV) are either distributed through THE (Nintendo's representative in Britain) or another games publisher with a base in this country. It's not necessarily the game's original publishers who release the game

here. For instance, Japanese publisher Imagineer have a lot of their games distributed by Ocean in the UK.

Here's a list of all the UK publishing companies who have either released games for Nintendo systems in the past or who have N64 titles definitely in the pipeline.

N64 SITES

Die Hard Game Fan www.gamefan.com/
Game Japan www.rcp.co.jp/recca/
N64.com www.n64.com/

Nintendo Australia www.nintendo.com.au/
Nintendo Japan www.nintendo.co.jp/
Nintendo USA www.nintendo.com/
Nintendojo members.aol.com/peers2/

SOFTWARE COMPANIES WITH AND NUMBERS

Acclaim (0171) 344 5000
 Japan www.acclaim-jp.com/
 US www.acclaimnation.com/

Activision (0181) 7429400
www.activision.com/

Argonaut www.argonaut.com/
ASCII www.ascient.com/

Atari Games www.atarigames.com/
Athena www.sega.co.jp/gamesoft/athena

Atlus www.atlus.com/
Blizzard www.blizzard.com/

BMG (0171) 973 0011
www.bmg.com/

Boss www.bossgame.com/
Bottom Up www.ifnet.or.jp/

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Enix www.marinet.or.jp/com/enix/
Epic Megagames www.epicgames.com/

Epoch www.fjt.co.jp/
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www.gametek.com/

Graphics School <http://204.174.42.103>

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www.gremlin.co.uk

GT (0171) 258 3791
www.gtinteractive.com/

GTE www.im.gte.com/
Hudsonsoft www.hudson.co.jp/

Human www.human.co.jp/
Imagineer www.imagineer.co.jp/

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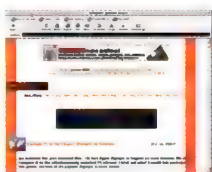
Titus www.titusgames.com/
Ubi Soft (0181) 941 4004
www.ubisoft.com/

Vic Tokai www.victokai.com/
Video System www.dreamsquare.co.jp/

Williams www.williamsentertainment.com/

Web site of the month

Geisen <http://teleparc.com/ja/game/geisen/>



Although Teleparc Geisen requires you to register for a password, if you're after the latest Japanese games news you could do worse than to check out this highly professional site. With weekly updates and a comprehensive release list for all the major consoles it's a mine of information if you're an N64 import fiend. And don't worry about not being able to read Japanese, there's an English version too.

IN THE NEW ISSUE OF TOTAL FILM

PLUS!

Getting shot – movie-style.



Hopkins and Baldwin fight bears in The Edge.



The sad, solitary habits of Barry Norman.

ON SALE NOW

Coming soon in...

N64

MAGAZINE

ISSUE 13

MANY HAPPY RETURNS!



That's right, readers. Hard though it might be to believe, in March the N64 will celebrate its first birthday. And N64 Magazine will naturally be celebrating too, with a bumper issue crammed with stuff.

As usual we'll have reviews of all the latest games in the shops, along with sneaky, taste-of-things-to-come reviews of what's new in Japan and America. We'll have the most up-to-date pictures of and info about everything that's in the N64 pipeline, huge, in-depth articles to help you get the most out of your games collection, and pages of other Nintendo-related stuff.

And we'll have birthday stuff too! (Fancy seeing an early prototype version of N64 Magazine – with a different name? Eh? Do you?)

Plus!

DOUBLE GAME GUIDE + No. 2

Yep! We're giving you one of these handy little books every month from now on. Don't miss a single one, as the complete set will form a mighty suppository of Nintendo 64 playing knowledge. (Er, that's 'repository'. – Ed)

And also... (What's this?) Blimey!

A NEW ED!

While doing a bit of early spring cleaning, we accidentally threw away Jonathan. And by the time we'd noticed he was missing it was too late – the bin men had been. So for next month we'll have to find a new Editor! Who'll it be? Crumbs, eh?

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In racing there is only one position

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N64

12 FEBRUARY 1998

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NINTENDO 64



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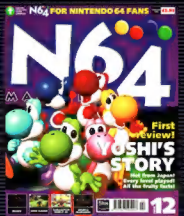
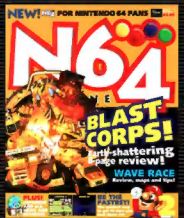
MAGAZINE
N64

Completely independent
Nintendo 64 advice

30 Monmouth Street, Bath, BA1 2BW



N64 MAGAZINE



WE ARE A SMALL GROUP OF PEOPLE DEDICATED TO PRESERVING A PART OF CLASSIC GAMING THAT SEEMS TO BE OVERLOOKED MOST OF THE TIME, NAMELY CLASSIC VIDEO GAME MAGAZINES. OUR GOAL IS TO PRESERVE THESE MAGAZINES BY RESTORING AND DIGITIZING THEM BEFORE THEY ARE LOST FOREVER. BESIDES LETTING PEOPLE ENJOY SELECT ARTICLES DIRECTLY ON THE SITE, WE ALSO CREATE CBZ FILES AS THE ONE YOU ARE LOOKING AT RIGHT NOW, WHICH FEATURE THE COMPLETE MAGAZINES FROM START TO FINISH. THIS GIVE US THE BENEFIT OF CREATING MUCH HIGHER RESOLUTION VERSIONS THAN WHAT IS FEASIBLE ON A WEBSITE. THIS WAY, ANYONE WHO IS BUT A MOUSE-CLICK AWAY WILL BE ABLE TO ENJOY THESE CLASSIC MAGAZINES ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH ARE PUBLISHED PRIOR TO THE YEAR 2000, UNLESS PERMISSION HAS BEEN GRANTED BY THE PUBLISHER IN QUESTION TO DO OTHERWISE. THE ONLY EXCEPTIONS TO THIS RULE ARE DREAMCAST EXCLUSIVE MAGAZINES, DUE TO THE NATURE AND CIRCUMSTANCES SURROUNDING THE SYSTEM, AS WELL AS NINTENDO 64 EXCLUSIVE MAGAZINES. REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEWER MAGAZINES, WHICH MEANS WE WON'T BE SCANNING OR DISTRIBUTING THEM.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES IF THEY WISH TO DO SO. THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO DO IS HAVE ANY KIND OF NEGATIVE EFFECT ON THEM. WE SEEK OUT TO WORK WITH PUBLISHERS AND ARE ALWAYS LOOKING TO SEEK APPROVAL TO DIGITIZE, RESTORE AND RE-DISTRIBUTE THEIR WORKS IN WHATEVER WAY THEY SEE FIT. (PUBLICLY OR WITH SILENT APPROVAL)

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE DIGITAL MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER. WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY. THAT IS WHY THE PRE-2000 DATE IS IN PLACE: TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING NEW MAGAZINES FOR MANY YEARS TO COME, WHILE AT THE SAME TIME ENJOY THEIR BACK CATALOGUE.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO THE CURRENT COPYRIGHT OWNERS AND EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, RESTORING, PRESERVING AND DISTRIBUTING THESE MAGAZINES.

ONE LAST THING:
IF YOU COME ACROSS ANYONE TRYING TO SELL ANY OF THESE DIGITAL MAGAZINES, OR PROFIT FROM THEM IN ANY WAY, SHAPE OR FORM, PLEASE DO NOT SUPPORT THEM!

THANK YOU!



Max-Rez
Version
(2560 pixels)

YOU ARE VIEWING THE "MAX-REZ" VERSION OF THIS ISSUE RIGHT NOW. THIS VERSION IS CREATED FOR OPTIMAL VIEWING ON LARGE DISPLAYS. IF YOU ARE LOOKING FOR A SMALLER RESOLUTION VERSION OF THIS ISSUE, FOR USE ON A TABLET OR PHONE, BE SURE TO CHECK THE MAGAZINE CATALOGUE ON OUR SITE.

